Multimedia CD-ROM Edutainment Mac Games

FEATURING PC GAMES™

# Electronic Entertainment™

AMERICA'S #1 MULTIMEDIA ENTERTAINMENT MAGAZINE

## Explore the Enterprise!

Interactive Star Trek

## The 11th Hour

Exclusive Guided Tour

## Hardware for The Holidays

33 Great Gift Ideas

The 11th Hour

An IDG Communications Publication

November 1994
$5.95 Canada $6.95

0 74470 83199 0 11

## Plus:

43 New Game and Multimedia Reviews

Utilities Window

Boot it.

It screams.

Call it.

It answers.

Feed it CDs

and it'll sing.

Feed it TV

and it'll play.

It'll grow on you.

It'll grow with you.

It's time.

Introducing the new Presario 900 series from Compaq. A 486 multimedia screamer that doesn't just compute; it communicates, educates, and entertains. It can play CDs at double speed and in 16-bit stereo sound. It can fax or send data at 14.4K bps. It can answer your telephone, act as a full duplex speaker-phone, and – get this – it can even play TV.* Suddenly, all the tasks that need doing can be done in a blink. Downloading, publishing, forecasting. Do them all at once. Expedite the everyday. Then go conquer alien

©1994 Compaq Computer Corporation. All rights reserved. Compaq, Presario registered U.S. Patent and Trademark Office.* TV available on PCTV models only. Pentium is a registered trademark of the Intel Corporation.

hordes or pilot a jet plane. With the Presario 900 series, you can do it all right out of the box. Even with everything that's on it, there's still plenty of room to grow. You can upgrade the processor (to Pentium technology), the memory (to 100MB) and the hard drive (to more than a gigabyte). You can add up to 128KB of secondary cache. And you can plug whatever it is we may have left out into any of the five available I/O slots and drive bays. It's ~~time~~, all right. Time to play.

COMPAQ

# What's Up!


4 **Editor's Page**

6 **E² Mail**

10 **Sharp Edge**

Multimedia News: The Stones go digital, Jean-Claude Van Damme kicks butt, and Microsoft cleans its Windows.

16 **Leader Board**

The best-selling PC, Mac, and CD-ROM entertainment software

20 **Spotlight**

Multimedia Reviews: Check out 1,000 of America's leading ladies, go bungee jumping with your PC, and groove to the sights and sounds of the original Woodstock.

28 **Edutainment**

Take your kids for a wild ride on the Magic School Bus, indulge in some Muppet mayhem, and bring their movie favorites to your computer screen.

36 **Tube Man**

As Hollywood star power dives into the interactive market, Keith Ferrell wonders if CD-ROMs will become little more than digital TV shows.

38 **Game On**

Ratings, schmatings. New games columnist Corey Sandler says there are better ways to police the content of games than pasting a silly sticker on their packages.

40 **Multimaniac**

The 'Maniacal Paul Bonner dons his turban and peers deep into his crystal ball to get the low-down on astrology software.

128 **Finishing Moves**

Don Steinberg muses on celebrity CD-ROMs of the future, plasters old games with new warning labels, and speculates on an Interactive Robert DeNiro.

Star Trek: The Next Generation Interactive Technical Manual boldly goes where only actors have gone before, page 54.

COVER IMAGE COURTESY OF SIMON & SCHUSTER INTERACTIVE; DIGITAL ENHANCEMENT BY FRED SMITH

# Contents

## Features


45 **The Hottest Hardware for the Holidays**

**By Christine Grech**

With all the cool new multimedia hardware on the market, choosing the right equipment is no easy task. We select 33 of the best hardware products that anyone would be proud to give—or thrilled to receive.

54 **Explore The Enterprise!**

**By Fredric Paul**

Boldly go where no one has gone before—like Picard's pajama drawer—in this interactive exploration of everyone's favorite starship.

59 **Approaching The 11th Hour**

**By Christopher Lindquist**

Return to that creepy haunted abode of Henry Stauf in the long-awaited sequel to The 7th Guest.

64 **Software Behind the Scenes**

**By Fredric Paul**

Prerelease previews of BioForge, The Daedalus Encounter, and Full Throttle prove that you don't need high-powered workstations to create great-looking computer games.

68 **Upstart Sleuths**

**By Dan Ruby**

Carmen Sandiego set the standard for globe-trotting private eyes in kids' geography software, but she no longer has the whole territory to herself.

Epson's ActionTower 3000 stands tall, page 20.

PC GAMES
Plus Macintosh, 3DO, CD-i, and Sega CD games

**74 Game News**
Top-notch 3DO titles are finally beginning to flow.

**Game of the Month**
**76** TIE Fighter

**Role-Playing Games**
**78** Superhero League of Hoboken

**Virtual Worlds**
**80** Microsoft Space Simulator
**82** Robinson's Requiem

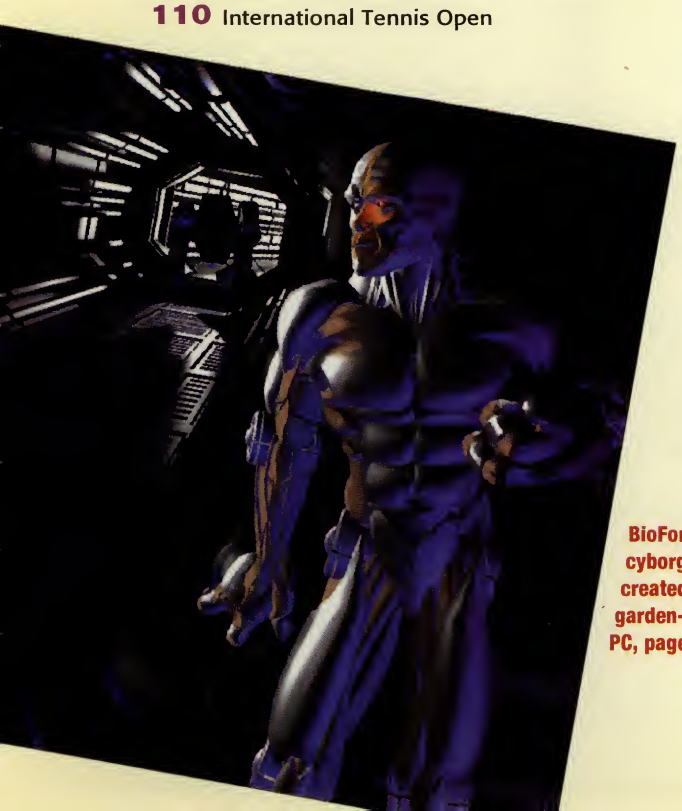
**Strategy Games**
**84** Star Reach

**Simulation Games**
**86** Outpost
**88** Lords of the Realm

**Brain Drain**
**90** Lode Runner: The Legend Returns
**92** DoubleTalk
**94** BreakThru!

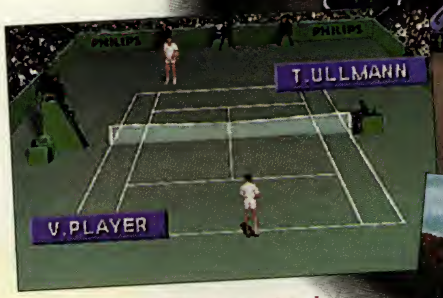
**Action Games**
**96** Evasive Action
**98** Way of the Warrior
**100** Shock Wave Invasion Earth: 2019

**Sports Games**
**102** Hi-Tech Hoop
**104** Soccer: The Real Football
**110** International Tennis Open



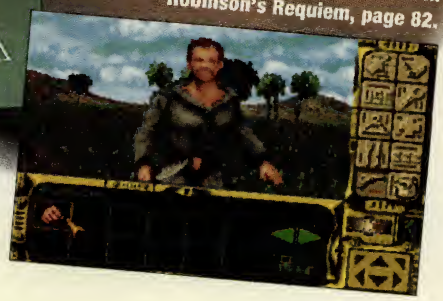
BioForge: This cyborg was created on a garden-variety PC, page 64.

The dark side gets its day in TIE Fighter, page 76.




Take to the court in International Tennis Open, page 110.

It's survival of the fittest in Robinson's Requiem, page 82.



November 1994
Electronic Entertainment
VOLUME 1 • NUMBER 11

# Tech Shop

**112 Software Power-Ups**
A beginner's guide to utilities that squeeze extra entertainment performance out of your PC.

**114 Ergonomically Correct**
Do your eyes burn and neck ache when you finish playing a computer game? Relax, there's computing and office gear designed to soothe those aching muscles.

**116 S.O.S.**
More Mac games, some Saturn suggestions, and ways to get a sneak peek at the next generation of games.

Get a "handle" on CompuServe, page 116.

## Editor's Page

Fredric Paul

# A Closer Look

Watching "Star Trek: The Next Generation" on TV can be frustrating. Picard, Riker, and the rest are always casually handling some fascinating futuristic gadget or operating some insanely complex bit of Federation technology, but you never get to take a really close look at what they're doing.

Well, now you can. Simon & Schuster Interactive's Star Trek: The Next Generation Interactive Technical Manual uses Apple's new QuickTime VR technology to create a photographic-quality environment that lets you look and move around at will, zoom in on objects of interest, and even hear associated sounds. QuickTime VR will allow virtual visits to all kinds of places, but its Star Trek implementation lets you use your Windows PC or Mac to wander the corridors of the galaxy's most famous starship at your own pace and in incredible detail. We show you what to look for in "Explore the Enterprise!" (page 54).

Speaking of detail, check out the rich, high-resolution images of The Daedalus Encounter, BioForge, and Full Throttle in "Software Behind the Scenes" (page 64). These gorgeous pictures do outshine what you'll actually see on your computer screen, but they were created on garden-variety PCs with Autodesk's 3D Studio software.

For even more in-depth coverage of one of the season's most anticipated new games, take technical/games editor Christopher Lindquist's guided tour of The 11th Hour, the macabre sequel to the hugely popular mystery The 7th Guest ("Approaching The 11th Hour," page 59).

To make sure you're properly equipped to play all this exciting new software, senior editor Christine Grech has assembled 33 of the year's best hardware products, from joysticks to high-end Pentium computers, in *E²*'s annual gift guide ("The Hottest Hardware for the Holidays," page 45). Giving—or receiving—any one of these goodies will make you the hit of the season. Look for our software gift ideas next month.

You may notice that we've renamed the State of the Game section. Now called PC Games (page 73), it still provides full coverage of all advanced gaming platforms, from PCs and Macs to CD-based consoles including 3DO, CD-i, and Sega CD. Highlighting the section is LucasArts' new TIE Fighter, November's Game of the Month (page 76). More than just a sequel to X-Wing, TIE Fighter lets you fly for Darth Vader and thrill to the power of the Dark Side of the Force.

Finally, *E²* welcomes Corey Sandler as our new games columnist (Game On, page 38). Corey—the author of more than 70 video-game, computer, and travel books; a former Associated Press newsman who later served as the first executive editor of *PC Magazine;* and the former editor-in-chief of *PC Jr.* and *Digital News*—blasts away at Congress, the game industry, and even the audience as he tackles the issue of game ratings.

At the same time, the Multimaniac trades his regular feature for a monthly column. In honor of Halloween and the Turkey Season, contributing editor Paul Bonner trains his unique, hands-on reporting style on the allure of astrology programs (page 40).

We predict you'll like it.


Electronic Entertainment™

Publisher
Bruce W. Gray

Editor
Fredric Paul

Art Director
Kathy Marty

Technical/Games Editor
Christopher Lindquist

Senior Editor
Christine Grech

Assistant Managing Editor
Joy J. Ma

News Editor
James Daly

Reviews Editor
Ann M. Marcus

Assistant Editor
Bill Meyer

Designer
Anthony Lukban

Production Coordinator
Catherine Peddie

Editorial Intern
Joel Enos

Production Intern
Rey Serrano

Contributing Editors
Peggy Berg, Charles Bermant, Paul Bonner, Barry Brenesal, Nolan Bushnell, John Enders, Keith Ferrell, Gregg Keizer, Peter Olafson, Corey Sandler, Don Steinberg, Daniel Tynan

MANUFACTURING
Director of Manufacturing: Fran Fox
Manufacturing Specialists: Jill McWilliams, Cathy Theroux

CIRCULATION
Circulation Director: Holly Klingel
Subscription Manager: Marcia Newlin
Fulfillment Specialist: Randy Randolph
Newsstand Sales Specialist: Shawne Hightower-Fisher
Subscription Coordinator: Amy Nibbi
Single-Copy Sales: Kemco Services (603) 924-0224

MARKETING
Director of Marketing: Debra Vernon
Marketing Manager: Valerie Hennigan
Marketing Specialist: Donna Deuell
Marketing Associate: Cindy Penrose

*Electronic Entertainment* (ISSN 1074-1356), America's No. 1 Multimedia Entertainment Magazine, is published monthly for $18.00 per year by Infotainment World, Inc., 951 Mariner's Island Blvd., Ste. 700, San Mateo, CA 94404; (415) 349-4300; An IDG Company: The World's Leader In Information Services On Information Technology. The Electronic Entertainment™ name and logo are trademarks of Infotainment World, Inc. Second class postage paid at San Mateo, CA, and at additional mailing offices. POSTMASTER: Send address changes to ELECTRONIC ENTERTAINMENT, P.O. Box 59710, Boulder, CO 80322. Change of Address: Please send old label and new address to ELECTRONIC ENTERTAINMENT, P.O. Box 59710, Boulder, CO 80322. GST 131 304 347 Foreign and Canadian orders must be prepaid in U.S. dollars on a U.S. bank and must include $30/year additional for shipping (air delivery).


No part of this publication may be printed or reproduced without written permission from the publisher. *Electronic Entertainment* makes every effort to ensure the accuracy of articles published in the magazine and assumes no responsibility for damages as a result of errors or omissions. PRODUCED IN U.S.A.

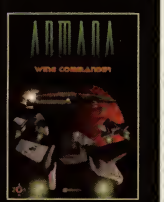

INFOTAINMENT WORLD

President/Founder: Patrick J. Ferrell
Executive Vice President: John F. Rousseau
Chief Operating Officer/ Senior Vice President: Bruce W. Gray
Controller: Carmen M. Mangion
Human Resource Director: Christine Y. Yam
Operations Manager: Jeannine C. Harvey
Executive Assistant to President: Rebecca Patton
Executive Assistant to Vice President: Lonnie Forbes

CD-ROM

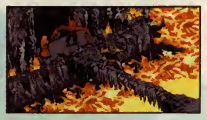
ORIGIN OTHER GAMES

ARE FLOPPIES




AVAILABLE AT A SOFTWARE RETAILER NEAR YOU, OR CALL 1-800-245-4525 FOR MORE INFORMATION.

Let's face it — putting a truly great game on a floppy disk is like trying to play professional football in a bathtub: you really need more room. That's why the designers at ORIGIN are excited about creating CD-ROM games. Finally, we can roll up our sleeves and weave magic. • You want impossibly awesome graphics? Watch our fully detailed art blow you away. Hunt down the meanest aliens in dozens of different galaxies — without having to guess at what they really look like. • You're wired for sound, aren't you? Then you should expect all your adventures to have it! We have dynamic, orchestral sound-tracks so phenomenal you'll wonder where we've hidden the conductor. • Of course, for everything you gain, you've got to lose something. With a CD-ROM game, what you lose is the hassle. Forget about corrupt disks, too little hard drive space or making back-up copies. It's ancient history. Finally you can pop in a game worthy of the system you bought for it. ORIGIN creates worlds to take on the multi-media challenge. Now it's up to you to conquer them.



ORIGIN® We create worlds®

An Electronic Arts® Company

ORIGIN NOW CREATES WORLDS ON CD

Origin, Ultima, We create worlds and Wing Commander are registered trademarks of ORIGIN Systems, Inc. Pagan, System Shock, Armada and Wings of Glory are trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts.

# Mail

## Standout Software?

Your magazine is one of the best I have ever read, but I have a couple of questions. First, whatever happened to the Game of the Month? I always looked forward to it.

Also, can you please double-check the minimum system requirements for every game? My computer is a 386SX/20. Sierra On-line claims that Inca II requires a 386SX/25, but it works on my machine. Will other games that require a 386SX/25 work on my computer? And if companies make these errors, can you correct them in your reviews?

Finally, can you add one more item in your game reviews? It would be helpful if you added sound-effects ratings. I think that sound is one of the most important parts of a game.

Warin
Via America Online

*Glad you're taking an interest in our magazine. To answer your questions, Game of the Month is an honor reserved for standout titles. We simply didn't feel that any of the new games reviewed in the July and October issues were worthy of the coveted designation. As the fall releases come out, you'll see Game of the Month pop up more often.*

*Minimum system requirements are a thorny issue. Most of the time, companies underestimate the horsepower needed to run their games.*

*And speaking of sound effects, we hear you. Starting next month, we'll add a Sound Check rating to every game review.* —*Ed.*

## Decisions, Decisions

Three months ago, I decided that my old Macintosh LC was trash and that I needed a new system. That's when I faced the Power Mac vs. Pentium decision. I decided on the Power Mac because I am a Hypercard and Future Basic programming addict, and I trade shareware with my friends.

I was told that I could run MS-DOS and Windows on my Power Mac with the purchase of Insignia's SoftWindows and an upgrade from 8MB to 16MB of RAM. Being a heavy gamer, I thought this was a dream. Unfortunately, that's just what it was.

After reading "Your Next Game Platform" (September 1994, page 43), I learned that the Power Mac's emulation of PC sound just doesn't cut it. To top it off, SoftWindows doesn't use the enhanced features of an IBM-compatible 386. I understand that I can still play a lot of my favorite Mac software titles on the Power Mac, but is it worth upgrading to 16MB of RAM and buying the $450 SoftWindows?

Andrew Roin
Glencoe, Illinois

*Plenty of gamers were shocked to learn that the Power Mac's PC emulation doesn't include multimedia. As to whether SoftWindows is worth the price, only you can decide if you're willing to play your games in silence.* —*Ed.*

## Equal-Opportunity Voyeurism

I recently read the article "Cybersex" (August 1994, page 35) by Nancie S. Martin. There was a small sidebar that asked, "Wondering about erotic CD-ROM titles for women? Don't bother—there aren't any." I have to disagree. I found a store that caters to both males and females.

It carries several titles designed to appeal to women. It is good to see that in the male-dominated computer world, some people are trying to make a difference.

Bob Patel
St. Louis, Missouri

## Sexy Sega

Nancie S. Martin's recent feature on the advances of virtual sex raises an interesting question: How soon will adult titles be released on game console systems like the Sega CD? Sonic and Knuckles would never be the same!

Eric Schwabenlender
Charlotte, North Carolina

*We don't have any information on adult titles for Sega CD, but this kind of material is already available for both the 3DO and CD-i systems.* —*Ed.*

## E-Mail Fanfare

I liked the article on Laurie Anderson in your July issue ("Star Talk with Laurie Anderson," page 16). What is her e-mail or Internet address? I'd like to send her fan mail.

Donald Loggins
Brooklyn, New York

*Sorry, we don't have Ms. Anderson's e-mail address. But you can try sending her snail mail c/o Warner Bros. Records, 75 Rockefeller Plaza, 20th Floor, New York, NY 10019-6908.* —*Ed.*

## Whither Party Girl?

Party Girl, Party Girl, where have you gone? I will soon be purchasing a high-end multimedia PC and want to buy smart. Those of us who don't know what's coming down the road in two years could go down the wrong path and waste time and money.

Scott Curtis
Williamsville, New York

*The Party Girl was last seen tossing back peach daiquiris somewhere in Silicon Valley. In her absence, we'll continue to give you advance warning of upcoming products, technologies, and trends in our Sharp Edge news section.* —*Ed.*

## Gaming Wars

The CD-ROM war article in the July issue ("It's War,"page 48) was long on fluff and short on facts and specs. It contains technical misstatements—the 68000 chip is a 32-bit processor with a 16-bit bus, and any engineer worth his stuff knows that the Jaguar isn't a true 64-bit machine. Just as bad, the author focuses on subjective opinions and what I consider non-issues—"the controller was too light."

Pat Fish
pfish@erc.cat.syr.edu

*In our opinion, subjective factors are just as important as specifications when judging a gaming system.* —*Ed.*

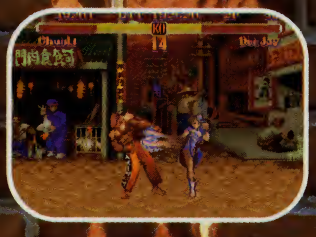
*Got something you want to get off your chest? Do it! Write, fax, or e-mail us at: Letters to the Editor, c/o* Electronic Entertainment, *951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404; fax: 415-349-7781; MCI ID: 619-7340; and CompuServe: 73361, 265.*

# SUPER STREET FIGHTER II™

## FOR THE PC!

Cammy. Fei Long. Dee Jay. Thunder Hawk. Four new warriors who helped make Super Street Fighter II the most intense arcade fighting game in history. Take them home. Put 'em on your PC. And prepare to get your butt kicked. Your PC will never be the same.

For your nearest store location, or to order, call 1-800-447-6543.

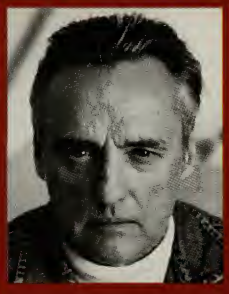


HI TECH ENTERTAINMENT

© 1994 CAPCOM CO., Ltd. All Rights Reserved. Super Street Fighter II is a trademark of CAPCOM CO., Ltd. CAPCOM is a registered trademark of CAPCOM CO., Ltd. Manufactured and distributed under license from CAPCOM CO., Ltd. by Hi Tech Entertainment.

CAPCOM®

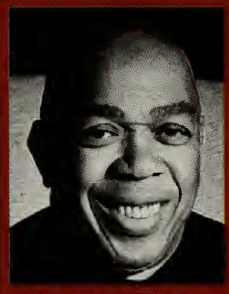
# A NEW BREED



Dennis Hopper

Stephanie Seymour

Grace Jones



Geoffrey Holder

Available in IBM PC CD-ROM and Mac CD ROM. ©1994 Take 2 Interactive Software, Inc. GameTek is a registered trademark of I.J.E. Inc. All rights reserved. Hell: A Cyberpunk Thriller and Take 2 are trademarks of Take 2 Interactive Software, Inc.

* Actual screen shot.

OF EVIL.
HELL
A CYBERPUNK THRILLER
DISTRIBUTED BY
GAMETEK
TAKE 2
INTERACTIVE SOFTWARE

# SHARP EDGE

## Stoned in Cyberspace

The Stones are now patrolling the online world.

Can't get no satisfaction? The **Rolling Stones** understand. If you've got something on your mind and want to bend the ear of Mick and the boys, check out the Internet. For the next few months, the Rolling Stones will rock through cyberspace as they blast around the world on their "Voodoo Lounge" tour. Stones fans will be able to leave messages for the band at its own private e-mailbox: stones@delphi.com. Online-service provider Delphi has also established a Stones database that will include sound and video files to download, a community chat area, a board to post messages, set lists from each concert on the tour, and (you saw this one coming) a place where you can purchase official tour merchandise.

*—James Daly*

## Ask Dr. Ruth

**She's the four-foot guru of sex, the walking dictionary of words that make you blush. She's Dr. Ruth, and beginning in November she'll be using multimedia to inform you about all those things you have trouble telling your kids or asking your parents.**

**Dr. Ruth—feisty fireplug of sexual frankness.**

**Dr. Ruth's Encyclopedia of Sex features 250 topical entries, such as abortion and AIDS, and 600 graphical elements. You can access everything in the program alphabetically through the encyclopedia in the good doctor's onscreen office.**

**Click on the Anatomy Atlas posted on her wall to embark on a roller-coaster-like 3-D fertility tour through the male or female reproductive system, or any other part of the body you're interested in. Or pick up the telephone to listen to the 300 questions most commonly asked of the diminutive doctor. Once you feel sexually literate, test your knowledge in a sex quiz. Ace the test to qualify as a bona fide sex expert. (Creative Multimedia; 800-262-7668; CD for Windows, approximately $29.99)** ***–Bill Meyer***

## JFK Gets a Second Chance

The assassin's bullets that blew away John F. Kennedy on that sunny Dallas afternoon in 1963 left a lot of folks wondering what might have been. The cold facts of history can't be changed, but they can be cleverly rewritten for the computer screen.

©UNDERWOOD PHOTO ARCHIVES, SF

**The murder attempt was unsuccessful, but now you've got to clean up the mess the country is in.**

**Re-Elect JFK,** due this fall from Quadra Interactive, is based on the premise that Oswald (and/or any others) missed their mark. One of your jobs as the fortunate chief executive is to track down the people who were trying to use you for target practice. Then you've got to get on with the business of running the country and winning the 1964 presidential election. You also must maintain your popularity in the face of wrenching social issues like the struggle for civil rights. Oh, and here's a chance to help America wriggle out of the emerging military quagmire in Vietnam. Makes you wonder why anyone wants the job. (Quadra Interactive; 619-931-4755; CD for Windows/Mac, $49.95)

*–James Daly*

# Street Fightin' Man

Move over Rocky—boxing in rings is for wimps. Fighting in the streets is where it's at. And **Street Fighter,** a movie based on the arcade and home-video games, is bringing it to the big screen just in time for Christmas.

**Jean-Claude Van Damme takes on Bison in the motion picture release of *Street Fighter.***

*Street Fighter* stars he-man Jean-Claude Van Damme as Colonel Guile and tells the story of a band of violence-adept toughs who attempt to take out the evil warlord Bison, played by Raul Julia. The movie features most of the characters made famous in the Street Fighter games, including such personalities as Chun Li, Ryu, Dee Jay, Dhalsim, and Ken.

Several well-credited Hollywood types are producing the film, including director Steven de Souza, who worked as a writer on *48 Hours, Die Hard,* and *Beverly Hills Cop 2.* Graeme Revell, who created the music for *The Crow,* is writing the score.

Look out for this knuckle-cracking, face-smashing (but PG-13) flick to hit theaters in December.

*—Christopher Lindquist*

**Slug it out with some violent tough guys.**

## Magic Carpet Ride

Experience the next generation of virtual-reality technology this fall when Walt Disney's Epcot Center and Silicon Graphics unveil a new VR ride based on the animated blockbuster **Aladdin.** Passengers seated on a magic carpet wear head-mounted displays that take them sailing through the animated town of Agrabah. You control flight direction by twisting and turning the edge of the carpet. A computer-generated Iago comes along for the ride. Keep an eye on him—the yammering parrot sidekick can exhibit more than 100 gestures, including winking, laughing, and crying. *—James Daly*

## Big Things, Pint-Size Package

You just bought Comanche Overkill and you're psyched to load it up and blow some choppers out of the sky. Halfway through installation, up pops a scary warning. The game needs 21 megs of disk space, and you have only 2 left. Do you remove your word processor, spreadsheet, and fax programs, then reinstall them later? Do you run right out and buy a bigger hard drive?

Consider the **Pereos** from Datasonix instead. This mobile companion storage unit was designed for notebooks, but it can also hook up to your desktop PC. The Pereos weighs in at ten ounces, needs only two AA batteries, and records up to 1.2 gigabytes of data on a minuscule tape cassette. It's able to get so much data into so small a space by writing in diagonal stripes across the magnetic tape. Traditional tapes write data in straight vertical lines.

There are a few drawbacks to using the Pereos. You can't access and use your applications and games directly from the drive, but you can swap data and applications back and forth without reinstalling them. The Pereos should be shipping any day now, so check your favorite computer-accessory store. (Datasonix; 800-328-2779; DOS/Windows; $595; one tape, $28.95; two tapes, $49.95 ) *–Bill Meyer*

**Pereos: So tiny it looks like G.I. Joe's tape recorder.**

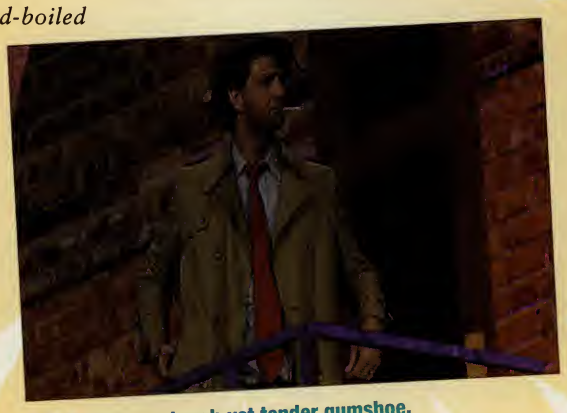
## NEWSFLASH

- TV viewers who have abandoned their Friday nights to **The X-Files** will now be able to extend their fascination with the paranormal. Delphi has announced a new chat area where subscribers can communicate directly with the show's creator/executive producer Chris Carter. Fans will be able to converse online with each other as well as participate in polls focusing on specific episodes and paranormal activities. Delphi subscribers can log in by typing *go ent x* at the main menu.
- **INXS's Greatest Video Hits 1980-1990** will be available this fall. The disc will use the Moving Picture Experts Group (MPEG) compact disc format, which results in CD-quality audio as well as 30-frame-per-second (fps) video playback, instead of the jerky 15-fps run found in most CD-ROM products. (Sigma Designs; 800-845-8086; not yet priced)
- Online romances are old hat by now. But there is a new multimedia wrinkle to electronic romancing—a **videoconference marriage.** Cassandra Lehman and Chris Thorne were married via a videoconference between Pacific Bell's Communications Center in Santa Clara, California, and PC Expo in New York. The bride and groom were in the Big Apple, while the officiating judge and wedding guests were in Santa Clara.
- If you've got your eyes on the skies, get ready to check out **Electronic Arts 3D Atlas,** which allows users to circle a photorealistic image of planet Earth that was put together with more than 20,000 satellite images. Fly in and around the

continued on page 14

# Star Talk with Chris Jones (a.k.a. Tex Murphy)

*Chris Jones isn't just the executive vice president of games developer Access Software; he also plays the hard-boiled detective Tex Murphy in the company's latest release, Under a Killing Moon. Jones spoke with* Electronic Entertainment's *technical/games editor Christopher Lindquist about bringing interactive movies to the PC.*



Tex Murphy—a tough yet tender gumshoe.

**E²: When did the idea of having big-time actors in a game first come up?**

Chris Jones: I think Martian Memorandum [1991] was the first to use "multimedia characters" with voices. When we started, some of the people we used had no acting skills. We had [picked them based] on what they looked like. We could put in only 40 or 50 spoken sentences per game, so we said, "At this level, this kind of performance is fine." But once you get to a certain point, performances can get embarrassing if you don't get people who can really perform.

**E²: Did you model Tex Murphy's character after anyone in particular?**

CJ: He's a combination of Humphrey Bogart, Robert Mitchum, and Leslie Nielsen in *The Naked Gun.* You can only go so far in taking [computer games] seriously. When you're playing, you want it to be a good time, so we really had to have a strong comedy element.

**E²: What was it like working with TV and movie stars such as Brian Keith and Margot Kidder?**

CJ: Very intimidating. These people are consummate professionals. We didn't have to talk to them about what their characters were. They immediately grasp it and make the character much more than you imagined.

We had a scene [with Brian Keith] in which we wanted him to slap a table when he spoke. He said the line but he didn't slap the table. When we mentioned it, he said "Look, if I want to touch the goddamn table, I'll touch it." He didn't feel that's what the character would do.

## Let's Get Small

**Is anything worse than coaxing the cover off your PC to install a new sound board or video card? PC hardware manufacturers are finally getting a clue.**

**Stay tuned for the Small Form-Factor Peripheral Communications Interface (SFFPCI), a specification for an upcoming set of credit-card-size sound cards, video cards, modems, and the like, which pop into slots on the outside of a computer's case. No more screwdrivers, bent connectors, or fear of frying.**

**There are still a number of issues to work out, such as how to hook up cables, but you may see the first SFFPCI-compliant computers as early as next year.**

***–Christopher Lindquist***

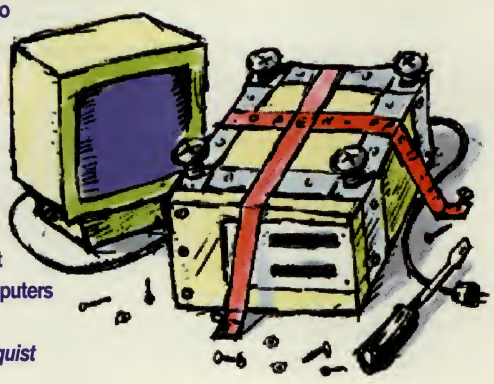
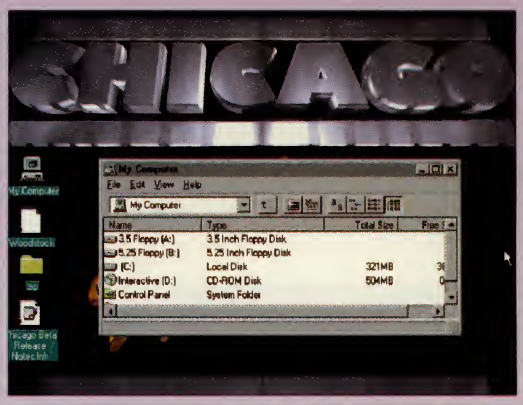


ILLUSTRATION BY ANTHONY LUKBAN

# Sweet Home Chicago




A cleaner interface promises easier system navigation.

Multimedia and games are high on the agenda for the next version of **Microsoft Windows,** due out next year. Code-named Chicago, the newest Windows will replace both DOS and Windows 3.1, offering an easier-to-use yet more powerful platform for business and entertainment software.

Microsoft pledges to make its Windows update an exciting game platform.

Borrowing heavily from Apple's Macintosh interface and also stealing touches from IBM's OS/2, the new Windows will include such often-requested improvements as a cleaner, more attractive interface; built-in networking and network management; long filenames; faster printing; support for 32-bit applications; multithreading and multitasking; remote access and file synchronization; and maybe even a Macintosh-style trash can icon for deleting files. Amazingly, the new operating system runs in just 4MB of RAM.

Microsoft says it is committed to making Chicago a fantastic game platform and has backed that up with a faster graphics interface that lets you directly run many existing DOS games. On the multimedia side, Chicago has everything you need built in—no more hassles with add-ons and extensions. And, like the Mac, Chicago automatically examines new CD-ROMs inserted into the drive.

The new operating system will also support the Plug and Play standard, which makes it much easier to install peripherals.

'Net surfers will love the optional Internet Plumbing, which adds e-mail and fax capabilities and direct links to the Internet.

Chicago may not close the gap separating Windows from more technically sophisticated competitors like the Macintosh and OS/2, but it will considerably narrow the chasm. (Microsoft; 800-426-9400; PC, approximately $99)

*—Fredric Paul*

## Shiny New Apple

**The latest Apple Macintosh operating system update, System 7.5, has arrived, and here's what's new:**

- **MacTCP, a control panel that presents a graphical front end to Internet services**
- **PC Exchange and Macintosh Easy Open, file-conversion utilities that should make life easier for users in cross-platform environments**
- **Applescript, a scripting system**
- **Drag-and-drop capabilities, which allow you to drag whole chunks of applications onto the Desktop or into other applications**
- **QuickDraw GX, which allows enhanced screen displays and printer management**
- **New interactive Help Guide**

**One warning: With all these new features, System 7.5 is a mighty hungry OS. Figure on having 8MB of RAM to really get it cranking.**

***–James Daly***

## OS/2 Goes Warp Speed

Microsoft isn't the only one making advanced operating systems for PCs. **IBM's OS/2**—a 32-bit preemptive multitasking, multithreading operating system—has received praise from business users, but it has yet to catch on strongly with Joe Consumer.

IBM hopes to change that with the latest version of OS/2 for Windows, code-named Warp. OS/2 for Windows moves on to your hard disk and installs itself on top of your current version of Windows 3.1. The result is an operating system that runs OS/2, Windows, and DOS applications. What does that gain the average consumer? Not much, for the moment. While OS/2-based business applications are plentiful, you have to search long and hard for games, multimedia titles, and other fun software.

That may change—eventually. IBM claims to be making a push to get multimedia and game developers on the OS/2 bandwagon, and at least one company, Advanced Idea Machines, has a few OS/2 games in the oven. But the window for OS/2 is closing as more and more big developers, including MicroProse and The Software Toolworks, begin to introduce Windows titles.

*–Christopher Lindquist*

# SHARP EDGE

## NEWSFLASH

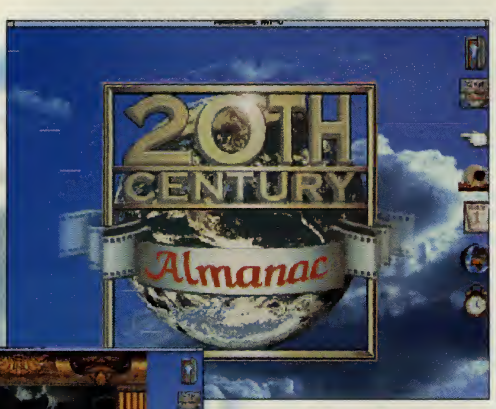
Alps, view time-lapse footage of the eruption of Mount Pinatubo, or explore the world's nations through thousands of thumbnail sketches. (Electronic Arts; 800-245-4525; CD for Mac, $79)

■ Classic Hollywood movies and TV programs—from Fritz Lang's early sci-fi fantasy *Metropolis* to a compilation of Charlie Chaplin Shorts will be

transformed into full-motion CD-ROM computer video products by Gametek Cinema Division. Thirty full-motion video titles for both the Mac and Windows platforms are expected to be in the stores by the end of next year. (Gametek Cinema Division; 800-426-3835; CD for Windows/Mac; $19.99 each)

■ If you're more entranced with the moon, Voyager is set to release **For All Mankind,** a CD-ROM which traces the story of the 24 astronauts who set foot on or circled the lunar orb from 1968 until 1972. The disc, which is based on an Oscar-nominated film of the same name, will include a soundtrack by Brian Eno, as well as mission information, hundreds of images from the NASA archives, diagrams, and an interview with filmmaker Al Reinert. (Voyager; 800-446-2001; CD for Windows/Mac, $39.95)

# Century City




One hundred years at your fingertips.

An early motion-picture projector hardly foretold today's multibillion dollar film industry.

After browsing the average CD-ROM almanac, you might ask yourself about the omissions. Where's a photo of that world-class thinker, a sound bite from that pivotal speech, or a video clip of that record-breaking homer? But then again, how much can you really pack onto one CD-ROM?

The Software Toolworks' solution to the problem is the **20th Century Video Almanac,** a five-disc set that specializes in cinematic highlights of the last century. The first disc, The Best of Our Century, gives you an overview, while four follow-ups delve into areas of special interest: War, Politics, & Disasters; Science & Technology; Arts & Entertainment; and Sports.

Each disc includes a historical time line, calendar, and media library in which you can find photos, sound bites, and video clips. If you've got an earth-shaking event in mind—your birthday, for instance—search by date, decade, subject, or geographical location. The series features more than five hours of video, 2,000-plus photos, extensive audio, and oodles of text. At $79.95 for the entire five-disc set, it makes for an affordable time machine. Look for it this month. (The Software Toolworks; 800-234-3088; CD for DOS/3DO; The Best of Our Century, $49.95; five-disc set, $79.95)

*—Bill Meyer*

# Off-Ramps Online

**If the evening talk shows are your buzz, check out Aaron Barnhart's Late Show News. It's an Internet mailing list that offers the behind-the-scenes scoop on Letterman, Leno, and other late-night shows. Every Tuesday, Barnhart fills your mailbox with facts and commentary on how the shows are shaping up. He also gives guest lineups for the coming week.**

**To pick up Late Show News, you have a variety of off-ramps to take. To get it by anonymous FTP, connect to ftp.mcs.net, then go to the directory /mcsnet.users/barnhart/late-show-news. If you have WWW/Mosaic ability, connect to http://www.cen.uiuc.edu/~jl8287/late.news.html. The best method—and the one you should use from the commercial online services such as CompuServe—is to get it delivered to your mailbox. Send a message with only *subscribe late-show-news* in the body text to listserv@mcs.net, and you'll receive it by e-mail every Tuesday.**

**If you'd rather put an end to your late-night prowling, here's a way to get your laughs—and your sleep. Have Letterman's Top-Ten list e-mailed to you. Bob Lennard doles it out nightly, almost as soon as Dave splits. To receive it every weekday, send an e-mail message to listserv@ tamvm1.tamu.edu with *subscribe top-ten <firstname lastname>* in the body text. Now go to bed.**

***–Andy Eddy***

Enjoy Dave's Top Ten without missing your beauty sleep.

READYSOFT INCORPORATED & EPICENTER INTERACTIVE PRESENT

DON BLUTH'S

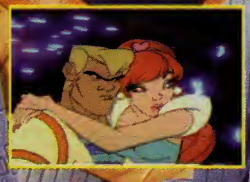
# SPACE ACE®

The evil Commander Borf has kidnapped Ace's girlfriend, the beautiful Kimberly, and is plotting to enslave the Earth by means of his dreaded "Infanto Ray", a weapon that changes everyone it blasts into a helpless baby.

Armed only with a laser gun, Ace must seek out and destroy the Infanto Ray, rescue Kimberly and save the Earth. All in a day's work for a superhero, right?

Featuring full screen animation and crisp, powerful sound from the original laser disc arcade classic, Space Ace plunges you into intense, non-stop action. The fate of Earth is in your hands.

NYR™ Not Yet Rated



PC CD-ROM

MAC CD-ROM

REALmagic INTERACTIVE MPEG

3DO

OFFICIAL SEGA SEAL OF QUALITY

SEGA CD

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ (Genesis™, Sega CD™, or Game Gear™) System.

READYSOFT

ReadySoft Incorporated
3375 14th Ave., Unit 7 & 8
Markham, Ontario, Canada L3R 0H2
Tel: (905) 475-4801 Fax: (905) 475-4802

"Space Ace" is a registered trademark of Bluth Group, Ltd. ©1994. Character Designs ©1983 Don Bluth. ©1994 all audio, visual and concept – used under the exclusive license of Epicenter Interactive Inc. Programming ©1994 ReadySoft Incorporated. ALL RIGHTS RESERVED. Licensed by Sega Enterprises, Ltd. for play on the Sega CD™ system. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. THE VIDEOGAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADEMARKS OF SEGA OF AMERICA, INC. © 1993 Sega. 3DO, the 3DO logo, and Interactive Multiplayer are trademarks of The 3DO Company. "REELMAGIC" is a trademark of Sigma Designs, Inc.

# Leader Board

## The best-selling PC, Mac, and CD-ROM entertainment software

**Harpoon 2 pierces the Leader Board at No. 7.**

### PC GAMES

1 **5 ft. 10 Pak** Helped by a bargain price, this multidisc compilation of games and multimedia titles—including Doom, Episode 1; King's Quest V; Time Man of the Year; and World Fact Book—stands firm at No. 1 for the second month. (Sirius Publishing; 800-247-0307; CD for DOS/Windows, street price $40)

2 **Myst** Stunning visuals, haunting audio, and logical solutions will keep this compelling and revolutionary game high on your play list. It checks in again at No. 2. (Brøderbund; 800-521-6263; CD for Windows, $59.95)

3 **SimCity 2000** Build a city of the future with this improved version of the classic. After spending time at the top, it's still going strong in third place. (Maxis; 800-336-2947; DOS, $54.95)

4 **The 7th Guest** The ghost of Henry Stauf just won't go away in this realistic and haunting drama. After nearly a year on the Leader Board, it rises to No. 4. (Virgin Interactive Entertainment; 800-874-4607; CD for DOS, $99.99)

5 **Rebel Assault** Intense 3-D graphics and furious action highlight this *Star Wars* action adventure. In its 11th month, it drops to No. 5. (LucasArts Entertainment; 800-782-7927; CD for DOS, $79.95)

6 **Microsoft Flight Simulator 5.0** Upgraded graphics and new features keep this hugely popular flight sim soaring high. It's been on the board close to a year. (Microsoft; 800-426-9400; DOS, $64.95)

7 **Harpoon 2** The much-awaited sequel to the popular naval simulation debuts at No. 7. (Three Sixty Pacific; 800-653-1360; DOS, $69.95)

8 **Outpost** Entering the board at the No. 8 position, Sierra On-Line's space-survival simulator is selling well despite nagging bugs and missing features. (Sierra On-Line; 800-757-7707; Windows, $49.95; CD for Windows, $54.95)

9 **X-COM** Defend the Earth from invading UFOs in this new hit making its mark at No. 9. (MicroProse; 800-879-7529; DOS/CD for DOS, $47.95)

10 **Masters of Orion** Jockey for position through galactic diplomacy or military might in this game of interstellar conquest. It drops to No. 10 after debuting last month. (MicroProse; 800-879-7529; DOS, $47.95)

**Sword-jangling action propels Prince of Persia 2 into the No. 4 position on the Mac chart.**

### MAC GAMES

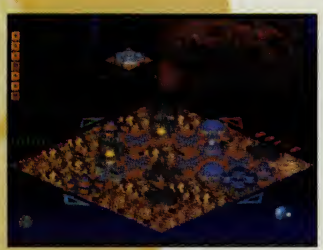
1 **Myst** Stunning visuals, haunting audio, and logical solutions will keep this compelling and revolutionary game high on your play list. It's still the No. 1 Mac game. (Brøderbund; 800-521-6263; CD for Mac, $59.95)

2 **SimCity 2000** Build your vision of the city of the future with this improved version of the classic. It's hanging in there at No. 2. (Maxis; 800-336-2947; Mac, $54.95)

3 **PGA Tour Golf II** Compete in six professional four-round tournaments against ten of the PGA's best, including Fred Couples, Lee Jansen, and Tom Kite. (Electronic Arts; 800-245-4525; Mac, $59.95)

4 **Prince of Persia 2** The sword-battling Prince is back in this sequel to the successful original. (Brøderbund; 800-521-6263; Mac, $39.95)

5 **Pathway into Darkness** Blast away monsters in this Doom-like, first-person-perspective shooter. (Bungie Software Products; 312-563-6200; Mac, $69.99)



**Bugs and missing features haven't stopped Outpost from climbing the PC Games and CD-ROM charts.**

### CD-ROM TITLES

1 **5 ft. 10 Pak** A bargain-priced ten-disc compilation of games and multimedia titles, including Doom, Episode 1; King's Quest V; Time Man of the Year; and World Fact Book. (Sirius Publishing; 800-247-0307; CD for DOS/Windows, street price $40)

2 **Myst** Stunning visuals, haunting audio, and logical solutions will keep this compelling and revolutionary game at the top of your play list. It slips to No. 2 on the CD-ROM list. (Brøderbund; 800-521-6263; CD for Windows/Mac, $59.95)

3 **The 7th Guest** The ghost of Henry Stauf just won't go away in this realistic and haunting drama. It's pushing a year on the Leader Board. (Virgin Interactive Entertainment; 800-874-4607; CD for DOS/Mac/CD-i, $99.99)

4 **Rebel Assault** Intense 3-D graphics and furious action highlight this *Star Wars* action adventure. Since last month, it's traded spots with The 7th Guest to hold the No. 4 spot. (LucasArts Entertainment; 800-782-7927; CD for DOS/Mac, $79.95)

5 **Microsoft Encarta** Experience the world around you through video segments, audio clips, animation, and text in this high-tech encyclopedia. (Microsoft; 800-426-9400; CD for Windows/Mac, $139)

6 **Microsoft Bookshelf** A complete set of digital references, including *American Heritage Dictionary, Columbia Book of Quotations,* and *Original Roget's Thesaurus of Words and Phrases.* (Microsoft; 800-426-9400; CD for Windows/Mac, $69.95)

7 **Outpost** Making its CD-ROM debut at No. 7, Sierra On-Line's space-survival simulator is selling well despite nagging bugs and missing features. (Sierra On-Line; 800-757-7707; CD for Windows, $54.95)

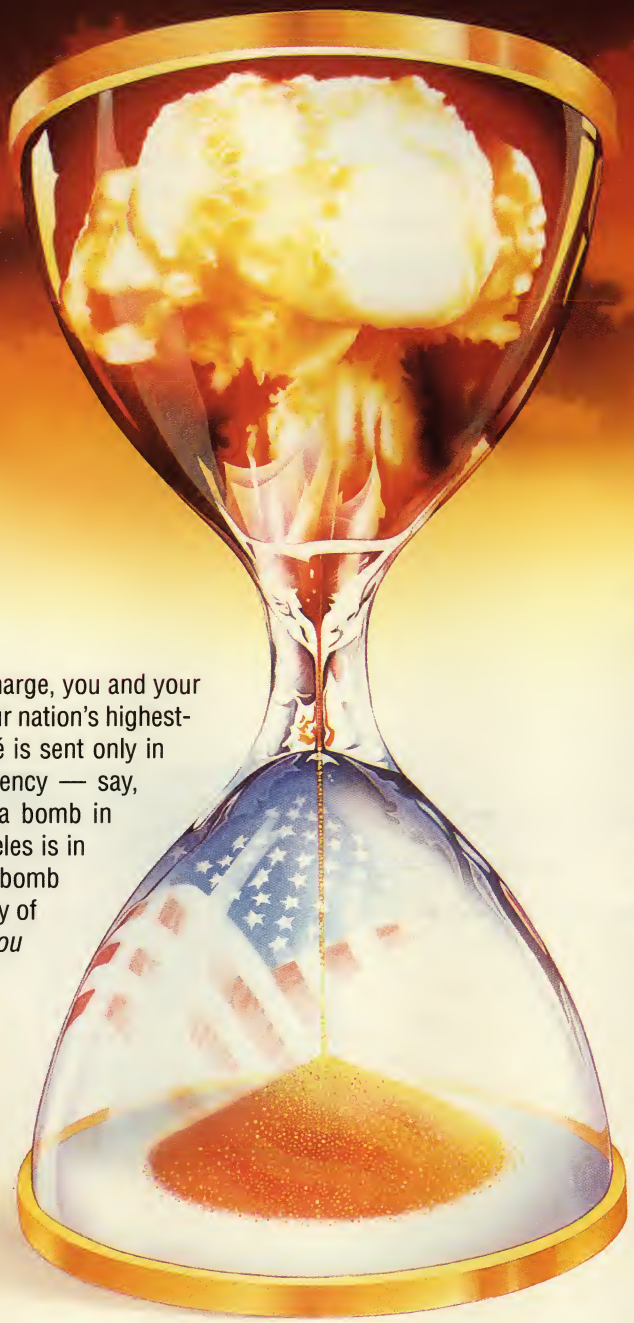
8 **The Print Shop Deluxe CD Ensemble** Five easy-to-use desktop publishing programs bundled on a single disc. (Brøderbund; 800-521-6263; CD for Windows, $79.95)

9 **Betrayal at Krondor** Escort a royal messenger through a mystical land filled with spies and assassins. (Sierra On-Line; 800-757-7707; CD for DOS, $69.95)

10 **Corel Gallery** Ten thousand pieces of professional clip art on a single CD. (Corel; 800-772-6735; CD for Windows/Mac, $59)

The Leader Board is a compilation of top-selling software in 1,300 retail stores for June, 1994. Some titles may appear in more than one category. Source: PC Data.

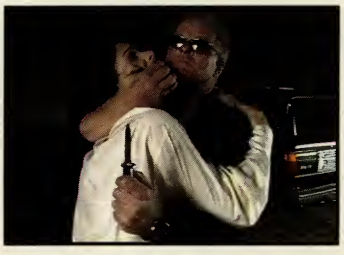
# TIME IS SLIPPING AWAY.



It's 3 A.M. As FBI Special Agent in Charge, you and your team respond to FLASH TRAFFIC, our nation's highest-level alert. This critical communiqué is sent only in the event of a dire national emergency — say, when international terrorists plant a bomb in your backyard. The fate of Los Angeles is in your hands. Your mission: find the bomb and unplug the sucker before the City of Angels goes boom. *So what do you wanna do, Boss?*

Written by Chuck Pfarrer, creator of *Navy SEALs* and *Hard Target*. Original music compositions by *Nation Rock Music*.

*First-person dialogue interface*



*Cinematic realism*

*Filmed entirely on location*

*Tsunami Media presents*

# FLASH TRAFFIC™

## CITY OF ANGELS

**THE ALL-VIDEO, INTERACTIVE TECHNO-THRILLER**

*Visit your local retailer, or call 800-482-3766 to order.*

CD·ROM

TIME WARNER INTERACTIVE

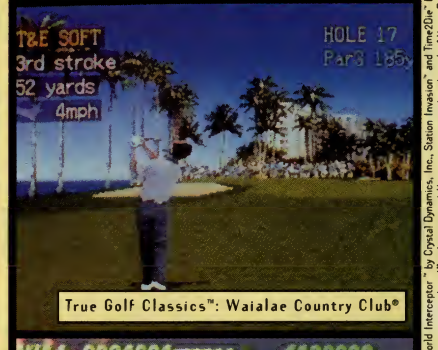
FTAD 08P2

© 1994 Time Warner Interactive

The average male
reaches his sexual peak at age 17.

And lives to the age of 73.

So what do you do with the 56 years in-between?



3DO

Presenting 3DO.

The fastest, most technologically warped game machine on the planet.

Full-screen, full color video.

Killer CD sound. In-your-face 3D graphics.

If the 3DO system were any more realistic, you'd be picking alien brain matter out of your ground down teeth.

So if you're over 17, or just looking for an alternative endorphin release, check it out.

Otherwise, heat the milk to 150°, pour over toast, and call mommy.

Peace.

"Way of the Warrior" by Universal Interactive Studios. "GEX" and "Off-World Interceptor" by Crystal Dynamics, Inc. "Station Invasion" and "Time2Die" by Studio 3DO. "True Golf Classics": Waialae Country Club® and Super Street Fighter II™ Turbo by Panasonic Software Company. "Road Rash" and "Shock Wave" by Electronic Arts. "PaTaank" by PF. Magic. "Gridders" by Tetragon. "Demolition Man" and © Warner Bros. 1993. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. 3DO and the 3DO Logos are trademarks of The 3DO Company. All other brands or product names are trademarks of their respective owners. © 1994 The 3DO Company. All rights reserved.

For a 3DO dealer, call 1-800-REAL-3DO ext 999. If you can't find these products, call 1-800-336-3506 to order them directly from 3DO.

# Spotlight

HIGH PERFORMANCE AT A LOW PRICE

## Epson Builds Its ActionTower

Epson is getting into the consumer-PC fray with a line of low-cost systems that include all the multimedia bells and whistles you need, plus a hefty selection of games and titles.

**The ActionTower 3000** we reviewed featured a 420MB hard drive, 8MB of RAM, a double-speed CD-ROM drive, a 16-bit sound card, and a 2,400/9,600 bps fax/modem in a convenient mini-tower case that's at home on or beside a desk.

PHOTOGRAPH BY WEINBERG & CLARK

**Epson packs a lot of multimedia punch—and a bundle of great games and titles—into the low-cost ActionTower 3000.**

Tech lovers can upgrade the ActionTower's 486DX2/50 processor to a Pentium Overdrive chip if they want a horsepower boost. Regrettably, the system lacks local-bus expansion slots, but it has five slower ISA-bus slots you can use for add-in cards such as network adapters and MPEG cards. (Two slots are already filled by the modem and sound card.)

Setup was easy, following the clearly written user's guide (with tech-support numbers right up front, where they should be). The ActionTower has well-marked ports for mouse, keyboard, and video, which made it simple for us to hook everything up. In fact, we had the system up and running within 15 minutes. An optional 15-inch Epson VGA monitor topped off the box with a clear picture, even at high resolutions. And, of course, the system's requisite flimsy plastic speakers gave us adequate sound (batteries—or AC adapter—not included).

But Epson didn't cut corners on the software bundle. The ActionTower comes with a number of recent game, multimedia, and productivity hits, including Hoyle Classic card games, The Even More Incredible Machine, Russian 6-Pak, KGB/CIA World Fact Book, Compton's Interactive Encyclopedia, and Quicken for Windows.

Epson's own easy-to-use Windows interface, FocalPoint, comes up automatically when you start Windows. FocalPoint supplies you with quick access to all the bundled titles and provides on-line help and a list of technical-support numbers. Proficient Windows users can customize FocalPoint to accommodate the way they work, or eliminate it entirely and use the Windows Program Manager.

The ActionTower 3000 should prove a winner for Epson. It fulfills the multimedia checklist, tosses in a good software bundle, includes an adequate one-year warranty and toll-free technical support, and does it all for a street price of around $1599. If you're in the market for a complete multimedia system, give the ActionTower 3000 a look. (Epson America; 800-289-3776; approximately $1,599, plus $399 for the 15-inch monitor)

*–Christopher Lindquist*

# Revisiting Yasgur's Farm

It's been 25 tumultuous years since the celebrated festival that defined a generation and took over a small town in upstate New York. **Woodstock: 3 Days of Peace & Music** from Time Warner Interactive moves beyond the anniversary hype to deliver an awesome multimedia chronicle of the most famous rock concert of all time.

The Groovy Paint feature lets you safely simulate a psychedelic "trip."

Using modern CD-ROM technology, Woodstock is remembered through the music, sights, and personalities that—for three days in August—made the New York farmlands the most important place to be in America. Interactive multimedia helps take you beyond the limits of the well-known *Woodstock* motion picture from which this disc derives much of its content.

Five main sections let you explore (or relive) the entire event. In the Music section, rock to eight full-length songs by The Who, Janis Joplin, Jefferson Airplane, Sly & the Family Stone, Ten Years After, Richie Havens, Country Joe McDonald, and Crosby, Stills & Nash. You can even check out the lyrics, which were often hard to discern in the days of acid rock.

The disc's Backstage section uses video clips and a photo album to let you hang out with the bands. While Time & Place features headlines from newspapers around the U.S. and personal commentary from people involved with and effected by the event.

The People section documents reactions to the experience of the festival—especially the idealistic sense of unity and hope it fostered. And Performers uses short video clips to highlight the careers of such Woodstock veterans as Joan Baez, Canned Heat, Sha Na Na, Arlo Guthrie, and others.

In the spirit of fun and adventure, Woodstock includes Groovy Paint, which is a safer alternative to including a tab of acid along with the disc. Paint crazy luminescent pictures and shapes around clips of the performers playing their music. The CD also comes with a multiple-choice game hosted by Swami Babba CD ROM. Match concert goers with their current occupations to move a magic bus on a flower-powered tour up a lotus blossom. Nirvana awaits you at the top.

Slip backstage for an inside look at the musicians that rocked upstate New York—and the world.

This interactive documentary does a good job of capturing the unique experience of Woodstock and offering perspective on one of the most pivotal events in American popular culture. Whether you want to relive the chaotic splendor or just gain some insight into why your parents are so weird, Woodstock: 3 Days of Peace & Music is the next best thing to having been there. (Time Warner Interactive; 800-593-6334; CD for Windows, $39.99)

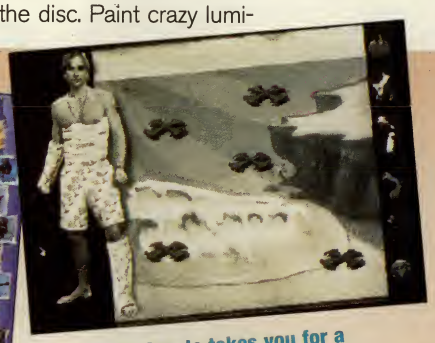
*–Joel Enos*

# Break a Leg

When you're a kid, the most exciting games are the ones that inspire your parents to warn "you won't be happy until you put an eye out."

As adults, this tendency can expand into really bone-breaking sports like bungee jumping or parachuting. But if you want to indulge your passion for extremes without the inconvenience of multiple fractures, you can try **Maniac Sports** from The Software Toolworks.

Choose from nine ways to get your adrenaline pumpin'.



Maniac Sports takes you for a walk on the wild side.

Maniac Sports takes a look at nine hazardous pastimes: sky diving, skateboarding, bungee jumping, extreme skiing, rock climbing, windsurfing, white-water kayaking, surfing, and mountain biking.

The disc is hosted by a major d-u-u-u-de (someone please explain to me why all dangerous sports must be frequented by male bimbos) who walks you through the history of each sport as well as the gear you'll need and at least some of the dangers involved. The bungee-jumping section, for instance, touches on the possibility of spinal injuries (but all too briefly).

Short crisply edited video clips afford a jolt of the manic energy of each sport. A colorful animated interface and a funky soundtrack keep it fast paced.

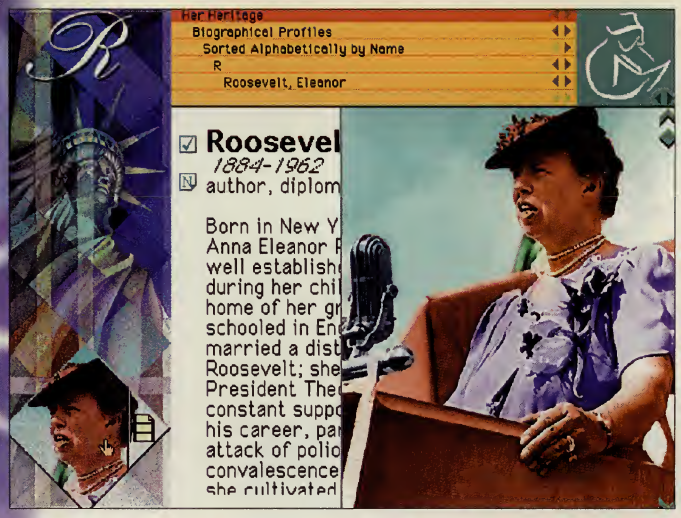
The only letdown in this fun title is a rock-climbing game called Mondo Rock. It features the voice of an extremely annoying young woman, and it isn't long before you're ready to start steering her *toward* the scorpions hidden in the rocks.

That aside, Maniac Sports is a great way to live on the edge without getting near anything more dangerous than a hot cup of coffee (The Software Toolworks; 800-234-3088; CD for Windows/Mac, $49.95) *–James Daly*

# Spotlight

WHAT A DIFFERENCE A DAME MAKES

## Herstory




Outspoken and fiercely independent, Eleanor Roosevelt reinvented the formerly background role of the First Lady.

Aside from Marge Simpson and Roseanne Arnold, women have precious few role models these days. That's why **Her Heritage: A Biographical Encyclopedia of Famous American Women,** from Pilgrim New Media, is a welcome sight. This interactive encyclopedia of famous women highlights the achievements of more than 1,000 noteworthy American females. Her Heritage is based on a database developed by the editor in chief of the *Encyclopaedia Britannica* and the staff at Merriam Webster.

Bessie Smith: blues-belter extraordinaire.

The disc is filled with the biographies of women who have made their mark on America and the world: actors and singers, politicians and socialites, athletes and suffragettes. Her Heritage features biographical information, along with photographs, sound bites, and short film clips.

Learning about the struggles and triumphs of these American women is fascinating. Watching them in action is an added treat. Listen to Bessie Smith belt out the kind of blues that only a woman who has suffered can produce. Cheer on Wilma Rudolph as she races for an Olympic gold medal. Or hear Eleanor Roosevelt discuss her role in women's suffrage.

Her Heritage's interface is beautifully designed. Moving between the alphabetical listing and one organized by category is easy and intuitive. We evaluated a beta version of the product, so cut, paste, and save commands were not yet working.

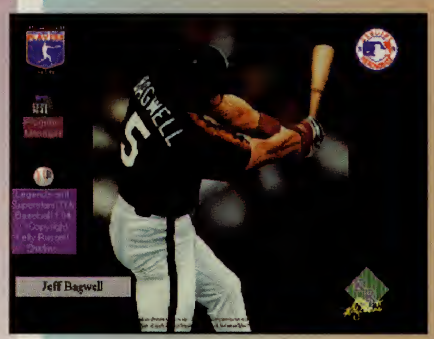
Her Heritage isn't just another entry in a long line of interactive encyclopedias. It supplies a fresh American perspective on where we came from and who we are now. It gives us a better understanding of incredible women past and present. (Pilgrim New Media; 617-491-7660; CD for DOS/Mac, $49.95)

*–Ann M. Marcus*

## Leroy Nieman, Eat Your Heart Out

**Legends and Superstars** from Kelly Russell Software combines about a dozen short baseball videos, animated Major League Baseball team logos, and colorful "art" of more than 100 current major leaguers, from Jim Abbot to Dave Winfield. You can string it all together into a custom screen saver, or use the "art" as Windows wallpaper. The videos are decent, but the so-called art—adapted from Kelly Russell Studios' line of original artwork—is not particularly collectible, nor is it terribly realistic. Cecil Fielder looks thin, for heaven's sake. (Kelly Russell Software; 800-224-4448; Windows, $24.95; CD for Windows, $49.95)

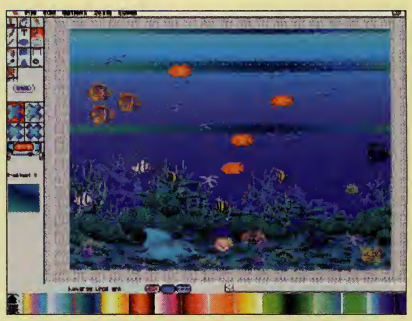
*–Fredric Paul*




This summer, your PC was the best place to watch Jeff Bagwell.

## Flying Colors

**Paint programs for the Mac and PC are a dime a dozen, but Flying Colors from Davidson is worth more than most. For ages 8 and up, Flying Colors lets you create scenes with the usual array of backgrounds, numerous stamps, drawing tools, and special effects. But what's special about this program is its color-cycling technology, which adds shimmering, colorful animation to the pictures.**



Create shimmering scenes with Flying Colors' special color-cycling effects.

**Flying Colors features three user levels, including a small children's mode and an advanced level; more than 1,000 stamps; fun sound effects; and masking capabilities that let you select only certain elements of a picture to manipulate. (Davidson & Associates; 800-545-7677; Windows/Mac, approximately $40)—*Christine Grech***

# "... impressive

## ... a new angle on the classic role-playing adventure..."

– PC Gamer, September 1994

# STAR TRAIL

*Star Trail* offers you everything you've been missing in a true fantasy role-playing experience... a rich and intricate world... detailed characters... an epic quest fraught with danger...

The world of Arkania returns with incredible sound, speech and music, spectacular graphics... and an experience you won't forget!

## TooTempting to Resist?

- Graphically detailed automap with zoom, move and edit capabilities
- Fully editable diary automatically records game events
- Brilliant graphics, stunning cinematics, incredible sound effects and digital speech
- Fully animated, phased-time, isometric 3D combat with improved auto combat system
- Smooth-scrolling 3D movement
- Intelligent keyword dialogue system
- Print option for diary and character info
- 2 levels of difficulty provide a challenge for novice and experienced players

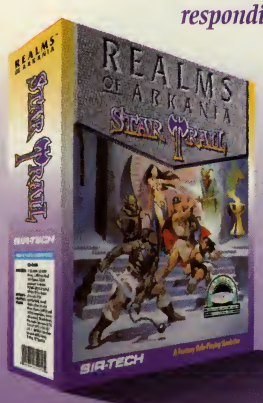
CD-ROM
ENHANCED
GRAPHICS & SPEECH

*"3D scrolling animations and massive improvements on both the graphics and sound fronts now complement a game engine which the designers have redesigned in detail, responding to virtually every criticism levied against [Blade of Destiny]."*

– Strategy Plus, September 1994

*"Fans of Sir-tech's Realms of Arkania series: Rejoice!"*

– Electronic Entertainment, September 1994



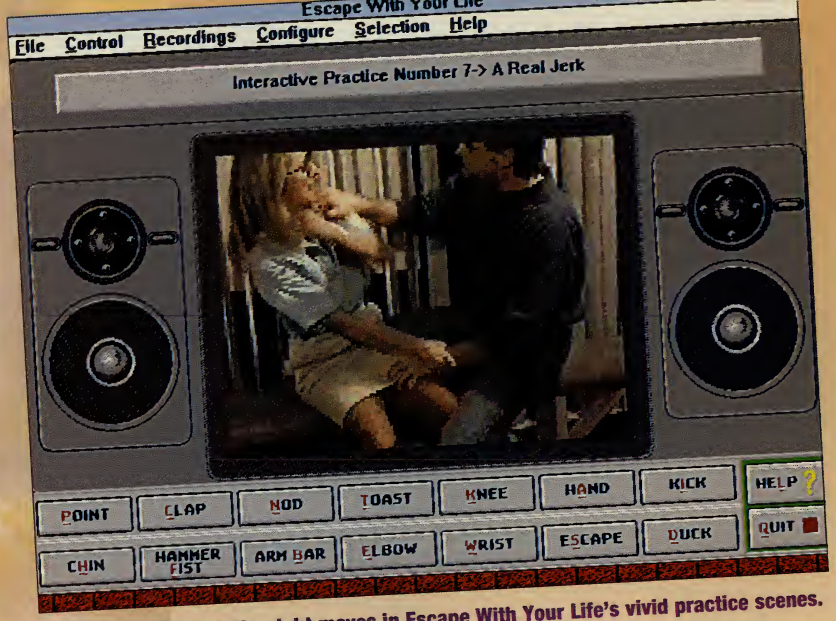

**To order visit your local retailer or call 1-800-447-1230**

**SIR-TECH**

P.O. Box 245, Ogdensburg, NY 13669 Tel.: (315) 393-6633 Fax: (315) 393-1525

Realms of Arkania® is a registered trademark of Sir-tech Software, Inc. Realms of Arkania is manufactured and distributed under license by Sir-tech from Attic Entertainment, Fantasy Productions and Schmidt Spiel + Freizeit.

# Spotlight




**Prove that you know the right moves in Escape With Your Life's vivid practice scenes.**

ON GUARD

## Interactive Self-Defense

Most women can't match the expert fighting moves that make Mortal Kombat's Sonya so tough. If you, or someone you love, could use some help in the self-defense department, Villa Crespo's **Escape With Your Life** CD-ROM is just the ticket. You may find watching Escape's terror-inducing introductory video sequence enough to convince you that it pays to be prepared.

**Classroom mode quizzes you on when to use various self-defense tactics.**

Martial-arts experts John Deblasio and Robert MacEwen teach women basic self-defense tactics. A dozen video practice sessions—easily the best part of the disc—cast you as a potential victim. Perfect your responses to possible threats as you thwart your video atacker.

Select one of the scenarios, such as Date Rape, At the ATM, or After School. Each selection starts a different video, which freezes at critical junctures to allow you to choose one of 14 moves. If you select the wrong move, the program beeps; a correct answer advances the video to the next frame. You continue until you make a successful escape.

Although the exercises are informative, showing the results of making wrong moves would be even more instructive. But even the correct response can be creepy to watch.

Other features include a classroom option that takes you through the lessons sequentially, presenting a quiz after each lesson to test what you've learned. There is also a glossary of self-defense terms and a bundled videotape that features the same instruction as the disc.

While the content is important, Escape With Your Life's VCR/boom box-like interface is disappointing. It isn't always clear when you can use the video controls and it can take several tries to switch between classroom and practice modes. If you can work through the technical glitches, Escape With Your Life could conceivably help you do just that. (Villa Crespo Software; 800-521-3963; CD for Windows, $49.95)

*—Christine Grech*

## SCSI Made E-Z

**Adding CD-ROM drives, hard disks, and other devices to your PC with a SCSI adapter can be frustrating and fraught with failure, even for techies. Setting jumpers and DIP switches is akin to medieval torture, and correctly installing the various SCSI device drivers would test the powers of a master alchemist.**

**If it all sounds too tough for you, fear not. Future Domain's TMC-3260 SUP PCI-SCSI controller kit provides painless setup and jumperless configuration. The illustrated manual steps you through the installation process and Future Domain's PowerSCSI 4.0 software automatically determines what SCSI devices you have and loads the appropriate device drivers. Both the card and the software support Microsoft's Plug and Play standard, which is designed to let your software and hardware work together to automatically configure your system. (Future Domain; 714-253-0400; PC, $195)**

*—Christopher Lindquist*

PHOTOGRAPH BY WEINBERG & CLARK

Meet Rjak.
He wants to rule the World.
Only you can stop him. Introducing

# MASTER OF MAGIC

the first PC game to combine strategic conquest and fantasy adventure in one unique realm.
Two worlds - material and magical - are yours to explore, conquer and control.
Spells, heroes and fantastical creatures are yours to command.
That is, unless Rjak and his friends destroy you first.
From the creators of the award-winning Master of Orion.

© 1994 MicroProse All Rights Reserved.

MICROPROSE®

**Anything is possible.**

1-800-879-PLAY. For IBM-PC & Compatibles.

# Spotlight

ON GUARD

## Sight and Sound

Tatung's Audio 15 is more than another pretty face—it has built-in stereo speakers.

PHOTOGRAPHY BY WEINBERG & CLARK

Your desktop just got a little less crowded, thanks to Tatung's **Audio 15**, a VGA monitor with built-in speakers. This 15-inch display looks and feels like a regular monitor, except it has a headphone jack on the side and a sound card jack in the back.

Setup is easy, although you have to attach the monitor's tilt-swivel stand yourself. Once the monitor is connected to your video card, plug in the included cable to your sound card's speaker port, and you're ready for a true multimedia experience.

The Tatung's sound quality is adequate, with a slight hiss at times, and the unit has no volume control. That means you must rely upon your sound card's control, and in our case the Sound Blaster 16's maximum volume setting still didn't produce loud enough sound for intense gaming sessions. When it comes to image quality, the Audio 15 is above average, producing a sharp picture with good brightness.

The monitor's digital controls are sturdy and easy to use, although it's difficult to flip down the recessed panel. The absence of color controls, degaussing, and pincushioning are expected in a monitor in this price range.

If convenience and a clear picture are what you're looking for—and you can put up with sound that won't bring down the house—you can't go wrong with the Audio 15 for the price. (Tatung Company of America; 800-829-2850; PC/Mac, $499)

*–Christine Grech*

## A Really Big Museum

**Dinosaur Museum 2.0** will tickle your pterodactyl. This instructive and entertaining package was designed in cooperation with the prestigious Smithsonian Institution and includes contributions from 24 of the world's great museums.

Use the special glasses included with Dinosaur Museum to check out this big fellow's skull in 3-D.

Dinosaur Museum uses photos, drawings, animation, text, and sound to realistically recreate images of the dinosaur's natural habitat and the interior of a natural history museum.

You'll see how the dinosaurs lived, ate, and defended themselves. There's also a bit of speculation on what eventually wiped them out.

Dinosaur Museum features what we can only assume are realistic sound effects accompanying a vast selection of diagrams and pictures. Best of all, you can view these critters in three dimensions, thanks to the included 3-D glasses.

If you think you know your stuff, you can test yourself in a pair of trivia games. One is geared for beginners (I barely passed), the other for advanced players.

We looked at the Windows version of Dinosaur Museum, which requires a whopping 13.5MB of hard disk space. But hey, everyone knows dinosaurs take up a lot of room. (Software Marketing; 800-545-6626; Windows/Mac, $59.95)

*–Ann Marcus*

## The Bedrock of Screen Savers

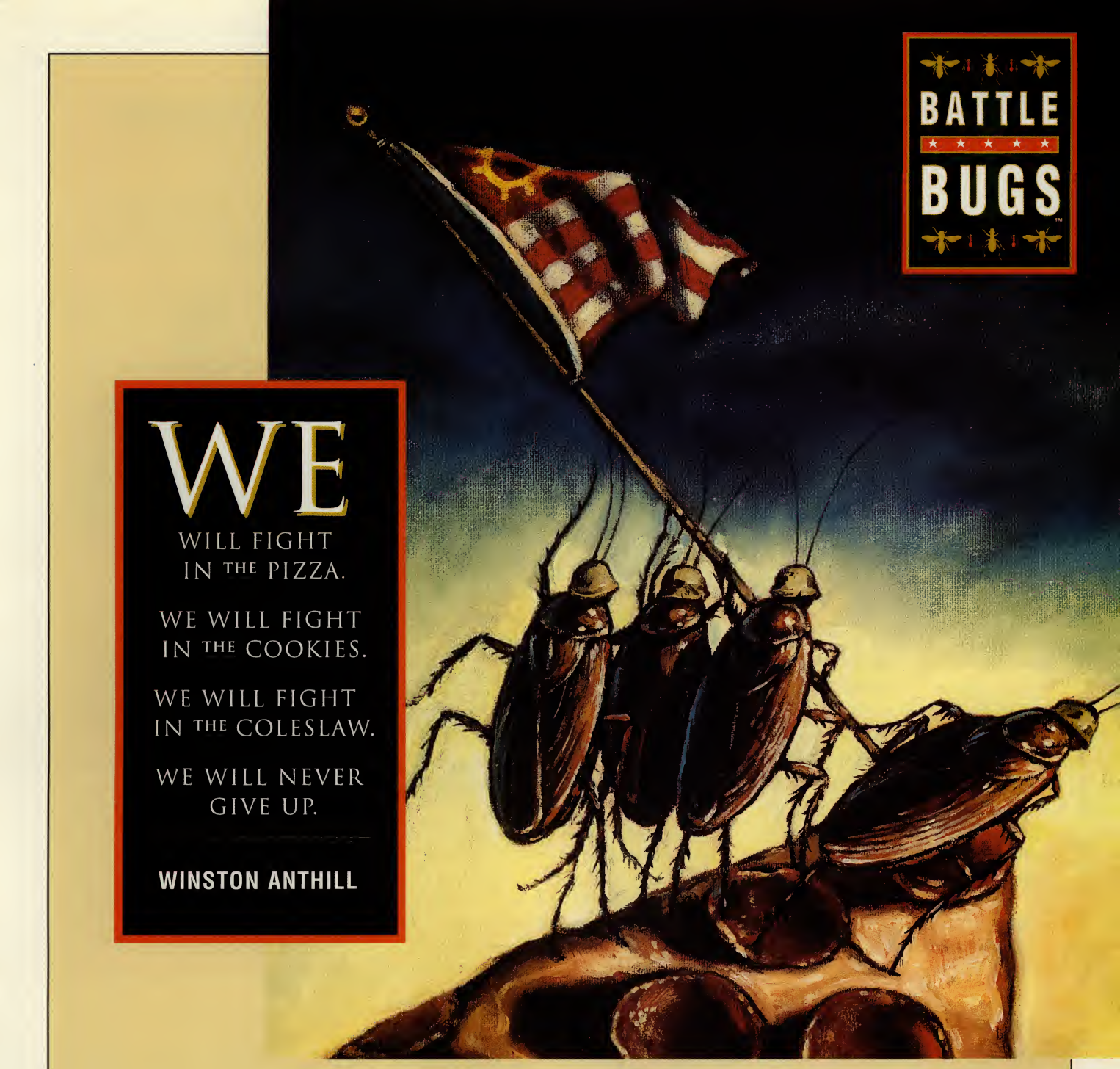
The Modern Stone Age family are making themselves at home on Macintosh and Windows screens near you in Delrina's new **Flintstones Screen Saver Collection.**

Fred fans can immerse themselves in a rock garden of entertaining *Flintstones'* scenes. Then there's the Dictabird which records and then plays back everything said near your PC. Or let the Bronto Crane (a dinosaur who functions as a piece of heavy equipment at the rock quarry) wander around your screen and take bites out of the images and text on display.

Meet the Flintstones in Delrina's latest screen saver.

Check it out. You'll have a Yabba-Dabba-Doo ole time. (Delrina; 800-268-6082; Windows/Mac, $34.95)

*–Joel Enos*




# WE

WILL FIGHT
IN THE PIZZA.

WE WILL FIGHT
IN THE COOKIES.

WE WILL FIGHT
IN THE COLESLAW.

WE WILL NEVER
GIVE UP.

**WINSTON ANTHILL**

ANTENNAE STRAINING, the warriors raise the flag above the carnage. A stink bug lets a big one rip, and yet another falls victim to the horrors of chemical warfare. Welcome to Battle Bugs.™

With over fifty strategically demanding levels, you command the field of battle. On your IBM or compatible, plan campaigns and give orders to 22 different bugs – each with different tactical abilities and armaments – who will storm junk food targets like cheesecake, ploptarts and pimento loaf. While mental toughness and tactical savvy will serve you well, you must first visit the nearest retail store or call 1-800-757-7707 to enlist your battle ready troops.

Will your armada of spiders cross the cola lake in time to save the flag? Will the suicide run of a kamikaze mosquito take out the praying mantis? At what cost? What price victory?

SIERRA®

© 1994 Sierra On-Line, Inc. Battle Bugs is a trademark of Epyx.

# edutainment

PRACTICE SAFE COMPUTING

## Kid-Proof Your Mac

Family computing is all well and good until junior accidentally drags your tax records into the trash or erases the saved game of SimCity 2000 that you'd invested 30 hours in creating. Since you can't look over your kids' shoulders all the time, Berkeley Systems has found a way to give you peace of mind when the little ones are logged on.

Take the rocket car for a spin to visit dinosaurs or one of five other fun locales.

**Launch Pad** is a computer environment for kids 3 to 10 that restricts access to the programs you choose. It's also a great place for kids to explore, with lots of fun sounds, hidden animations, and accessories.

You can set Launch Pad to automatically start whenever the system is turned on. Kids find themselves in the driver's seat of a rocket car with their trusty dog companion, Bingo. They can click on icons to start their favorite programs or go for a spin to one of six animated scenes, including a haunted house and an outer space world.

Put your kids in the driver's seat with Launch Pad.

Berkeley will release a Windows version of Launch Pad early next year. (Berkeley Systems; 800-344-5541; Mac/CD for Mac, street price approximately $30)

*—Christine Grech*

## It's Muppet Time

*It's time to put on makeup/It's time to dress up right/It's time to get things started/on the Muppet Show tonight.*

What are Kermit and Fozzy Bear doing with that computer?

Sound familiar? Only this time around **The Muppets** won't be appearing on TV. Starwave Corporation has joined with Jim Henson Productions to create multimedia products based on the late puppetmaster's beloved characters.

The titles will let kids interact with Kermit, Miss Piggy, and the rest of the gang from the highly successful TV show and movies. Details are still being discussed, but expect to see the first titles next year, on CD-ROM and possibly popular game platforms. (Starwave; 206-367-9097; format and price not yet set)*—Joel Enos*

## Math Without Tears

**Anno's Learning Games**, from Putnum New Media, doesn't rely on wacky cartoon characters and loud colors to get kids interested in math. Like its predecessor, Big Anthony's Mixed-Up Magic, the program proves that subtlety can win kids over—though not always at first glance.

The graphics in Anno's Learning Games don't rely on razzle-dazzle.

Anno's Learning Games employs two magic elves, Kriss and Kross, and a bunch of clever activities involving math concepts. The title covers seven learning categories, including puzzles, weights and measures, rules and logic, and cards. Most of the activities allow for a range of skill levels. The puzzles, for instance, let players fit shapes into outlines or arrange a group of smaller shapes to create one larger one. And for kids who aren't happy without arcade-style action, there's a water-balloon race that players control with the arrow keys.

The program is recommended for kids 6 to 10, although older children are likely to be put off by the soft colors and the graphics, which look hand drawn. Even though the program's visuals don't jump off the screen and the action is limited, Anno's Learning Games will captivate young learners. (Putnam New Media; 703-860-3375; CD for Windows/Mac, $29.95)

*—Sarah Tilton*

# The Book Of

# SHADOWBOXES

## A Story of the ABC's
## Interactive 3-D Animated Playmate

***Shadowboxes*** **provides hours of fun while your child learns to read.**

**Ages 3-8**

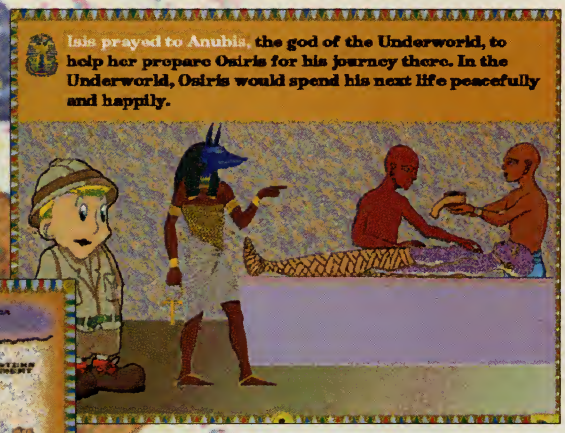
**Includes a coloring book and a box of CRAYOLA® crayons.**

**Mac CD-ROM**
**Windows CD-ROM**
**Now Available!**

**For More Information Call**
**1-800-898-8842**

© 1994 International Business Machines Corporation. All rights reserved. Funsation is a trademark of International Business Machines Corporation.
Developed from the print edition originally issued by Peachtree Publishers, Atlanta, GA.
© Text and illustration by Laura L. Seeley. ® CRAYOLA is a registered trademark of Binney & Smith Inc., used with permission.

# edutainment




Learn the truth about mummy dearest.

ALL WRAPPED UP AND NOWHERE TO GO

## Mummy Love

How much fun can kids have in a crypt? If they have a yen for archaeology—and a knowledgeable companion decked out in pith helmet and jungle wear—the answer is quite a lot.

**Archibald's Guide to the Mysteries of Ancient Egypt** brings multimedia to the age of the pharaohs. As the package promises, kids of all ages will find the thoroughly British Archibald a well-informed guide to this ancient civilization. His tour is divided into four sections: The Myth of Osiris, More on Mummies, Discover Hieroglyphics, and Write Secret Messages. The first part explains the origin of mummy making, and the second covers its finer points in rather gruesome detail. But this mummy minutiae is less likely to cause nightmares than a local newscast—and the beautifully drawn

Archibald leads kids on a tour through ancient Egypt.

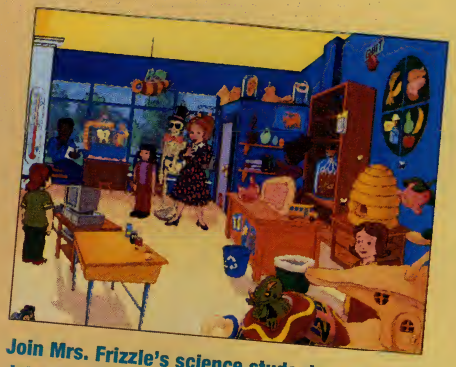
screens make it far more pleasant to watch. In Discover Hieroglyphics, the intrepid Archibald explains the symbols and how to pronounce them.

Active kids who find the guided-tour experience too passive will appreciate the final part of the tour in which they can compose, save, and print their own secret messages. (Swfte; 800-237-9383; CD for Windows/Mac, $39.95)—*Peggy Berg*

## Ride the Magic Bus

Who says science isn't fun? Microsoft, the biggest name in software, and Scholastic, the premier children's book publisher, think science is exciting. And they hope to convince your kids.

The dynamic duo has teamed up to create a collection of kids' programs based on Scholastic's hugely popular Magic School Bus books. Young readers have long enjoyed the adventures of Mrs. Frizzle, the wacky science teacher, and her class of eager students. Now your kids can join in the fun.



Join Mrs. Frizzle's science students as they delve—literally—into the human body.

On their first field trip they learn what makes people tick. In **Scholastic's Magic School Bus Explores The Human Body,** one of Mrs. Frizzle's students inadvertently swallows the Magic School Bus. Players must drive the bus through the body, solving puzzles and playing games along the way, as they negotiate a safe way out. (Microsoft; 800-426-9400; Windows, not yet priced)

—*Christine Grech*

## My First Computer

Think of Pico as a Genesis system for the preschool set.

Meet Sega's Pico, a set-top entertainment system for kids 3 to 7.

Pico's titles are called storyware. They look like picture books in a plastic casing.

Pop a storyware title like Richard Scarry's Huckle and Lowly's Busiest Day Ever—it's bundled with the Pico—into the system, and watch the first page appear on the TV screen. Kids use the Pico's Magic Pen to control the action. When they touch the storyware page, the corresponding action takes place onscreen.

Kids can also create their own cartoons on the system. Pico will be available in October. (Sega of America; 800-872-7342; Pico, $160; storyware titles, $50 each)

—*Christine Grech*

# MERCY is a human trait.

MIRAGE TECHNOLOGIES PRESENTS

# RISE OF THE ROBOTS

Where nothing is human, mercy is a foreign concept. At Electrocorp, the largest manufacturer of military and industrial robots, there are no humans. And when an evil virus infects, the robots begin their grisly uprising. There is only one way to end the rampant evil: send in an eliminator. You are selected. You are the Cyborg. You must destroy six robots, each equipped with more superior battle skills than the next. When the robots rise, there can be no mercy.

Ultimate in 3-D graphics and animation

First game with film-quality, controllable graphics

CD•ROM

RRAD 08P2

TIME WARNER INTERACTIVE

Visit your local retailer, or call 800-482-3766 to order.

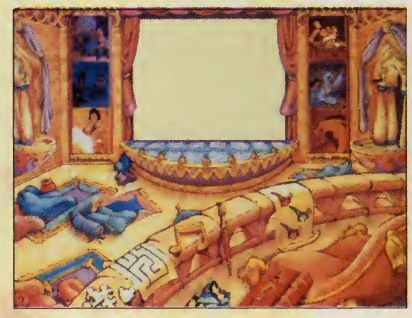
© 1994 Time Warner Interactive

# edutainment

DISNEY ON DISC

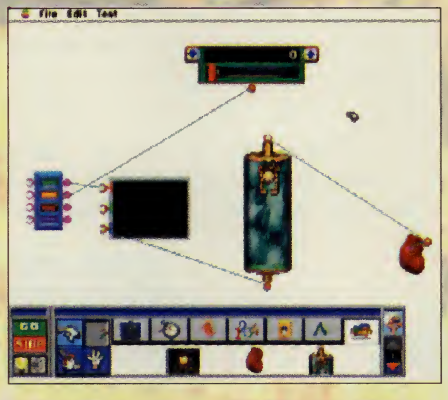
## Fun to Come

Disney Software is rolling out two new series of children's CD-ROMs based on its popular animated characters. **Activity Centers,** featuring **Aladdin** and **The Little Mermaid,** are set in the locales of the popular movies and feature Aladdin and Ariel as your guides. The programs—for kids 5 to 9—include games, puzzles, creative activities, and video from the original movies.



**Kids can watch video clips from the original movie in the Aladdin Activity Center.**

Disney's **Animated Storybooks,** starring **Pooh** and **The Lion King,** are filled with music, animations, and a talking dictionary. Intended for kids 3 to 9, the stories can be read aloud in English or Spanish. Aladdin and The Lion King will be available in time for Christmas; The Little Mermaid and Pooh in January. (Disney Software; 818-543-4300; CD for Windows/ Mac; Activity Centers, $39.95 each; Animated Storybooks, $49.95 each)



**Create unlikely science experiments in Widget Workshop.**

Brøderbund's **Math Workshop,** for kids 6 to 12, is a drill-and-practice math program that also teaches more-advanced concepts such as estimation, pattern recognition, and spatial visualization. Kids will no doubt have a favorite among the program's seven games, but adults will like the accompanying *Parent's Guide.* It uses video clips to present teaching and learning strategies and suggests real-world activities that kids and parents can do together. (Brøderbund Software; 800-521-6263; CD for Windows/Mac, street price approximately $40)

If math isn't their thing, kids can try a different kind of workshop, thanks to Maxis. **Widget Workshop** is a unique science-discovery program that lets little ones build their own wacky inventions while they learn about physics, logic, and astronomy. Kids ages 8 and up will feel like mad scientists as they create Rube Goldberg–like contraptions from such unlikely objects as a beating heart, a firing cannon, and a tossed coin. The program also comes with tools for conducting science experiments away from the computer. (Maxis; 800-336-2947; Mac, $44.95)

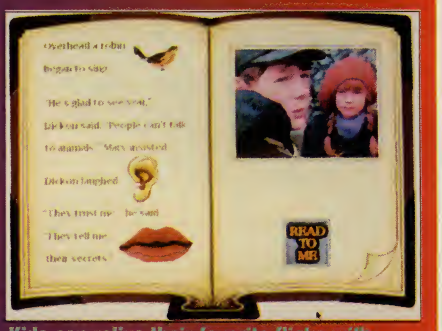
Davidson and The Learning Company are updating their best-selling educational software lines. Davidson will add **Reading Blaster: Invasion of the Word Snatchers, Math Blaster: Secret of The Lost City,** and **Math Blaster Mystery: The Great Brain Robbery** to the Blaster series of children's learning programs for various ages. (Davidson; 800-545-7677; Windows; approximately $40)

Meanwhile, The Learning Company's **Treasure** series will add a fourth program, **Treasure Galaxy,** to the lineup. The math program for kids 5 to 9 teaches measurement, fractions, shapes, and calendars through six activities that take players to outer space. Meanwhile, the company's **Reader Rabbit** programs go interactive, with CD-ROM versions that add speech and enhanced graphics. (The Learning Company; 800-852-2255; Treasure Galaxy; DOS, $42; Reader Rabbit; CD for Windows/ Mac, $49) *—Christine Grech*

## MovieBooks

The move from the silver screen to the computer screen is becoming a natural progression for popular children's movies. Following this route are the recent Warner Bros. releases **The Secret Garden, Black Beauty,** and **Lassie.** But instead of appearing in arcade-style games featuring the film's theme or characters, these flicks will show up in Windows CD-ROMs that tell the whole story—complete with photographs, sound clips, and video clips from the films.

Produced by Sound Source Interactive, these multimedia storybooks—




**Kids can relive their favorite flicks with MovieBooks.**

called MovieBooks—kids 3 to 8 offer condensed versions of the movies on which they're based. Kids can have the story read to them or move along at their own pace, reading the text on the book's left page and exploring the multimedia options on the right.

The Secret Garden and Black Beauty should be on the shelves now; look for Lassie in November. Mac versions are due next year. (Sound Source Interactive; 805-494-9996; CD for Windows, street price approximately $30)

*—Christine Grech*

# SHARK ALERT™

Sink your teeth into the most comprehensive sharks title available! A high-tech bathysphere is the setting for your undersea investigation of the diversity of sharks: their behavior, biology, interaction with humans (including attacks!), conservation, and their role in the ecology of the oceans. There's even an animated "Shark Trivia" game! Over 3000 photos, five hours of audio, 25 video clips and 200 printable pages of text enhance the experience. Developed in cooperation with the Center for Marine Conservation and Bell Atlantic Corporation, *Shark Alert™* will give you a new and lasting understanding of sharks and their place in the ocean's environment.

DISCOVER THE 400 MILLION YEAR SAGA OF THE SHARK

*Sherman's Lagoon* © Creators Syndicate

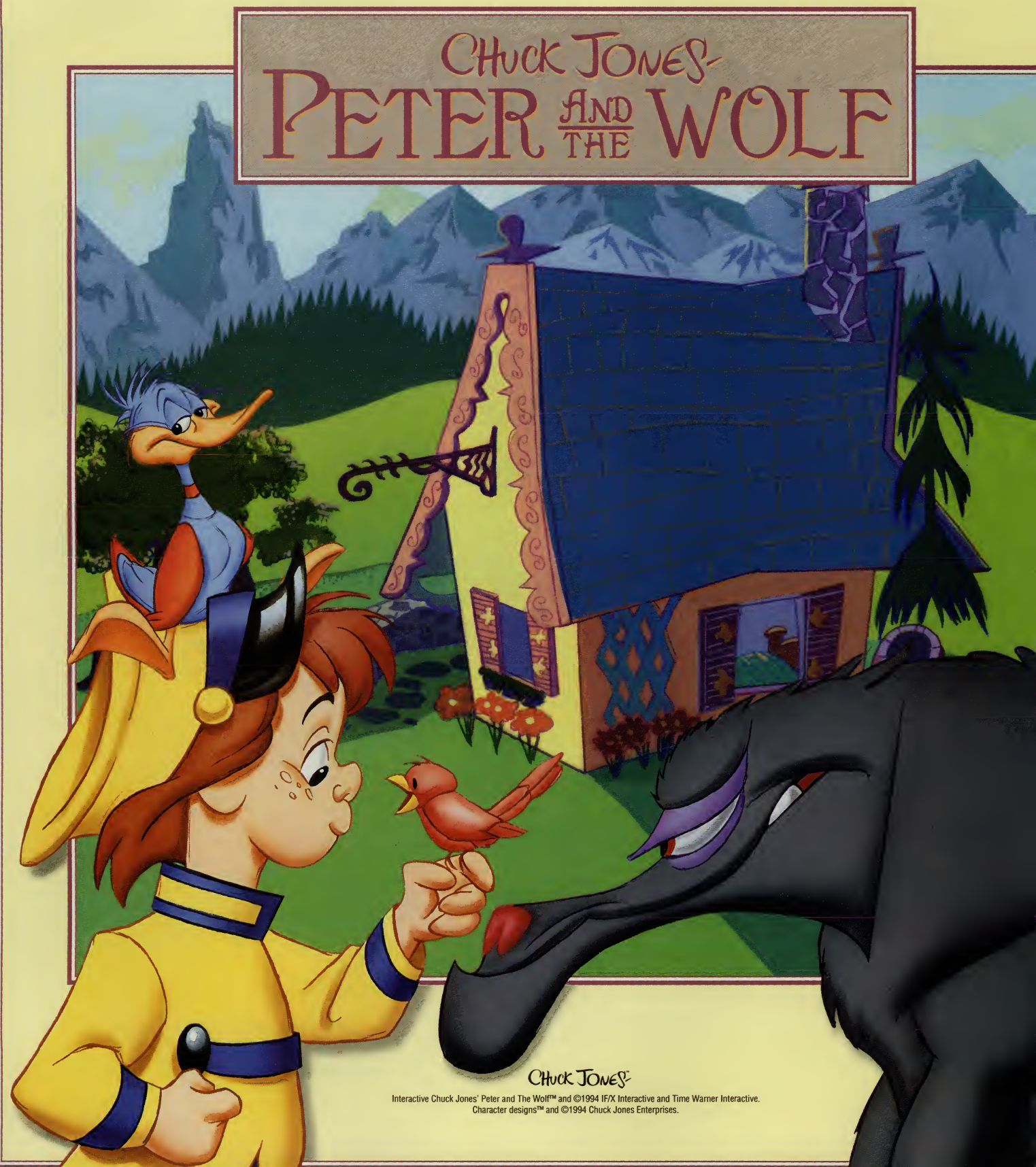
*Available for PC CD-ROM and CD-i*

CapDisc

A Division of Capitol Multimedia, Inc.

1-800-*CapDisc*

# THIS INTERACTIVE WILL HAVE YOUR CHILD



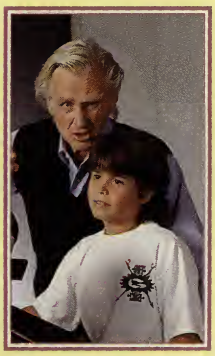

CHUCK JONES'

Interactive Chuck Jones' Peter and The Wolf™ and ©1994 IF/X Interactive and Time Warner Interactive.
Character designs™ and ©1994 Chuck Jones Enterprises.

# MUSIC ADVENTURE WHISTLING A NEW 'TOON!

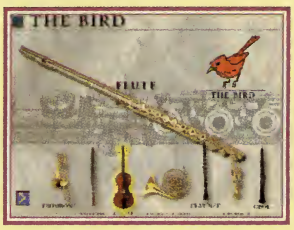
The timeless tale of Peter and The Wolf is brought to sparkling life through the unique brilliance and wit of animation legend Chuck Jones and conductor/director George Daugherty.

Eddie Baskin/Onyx

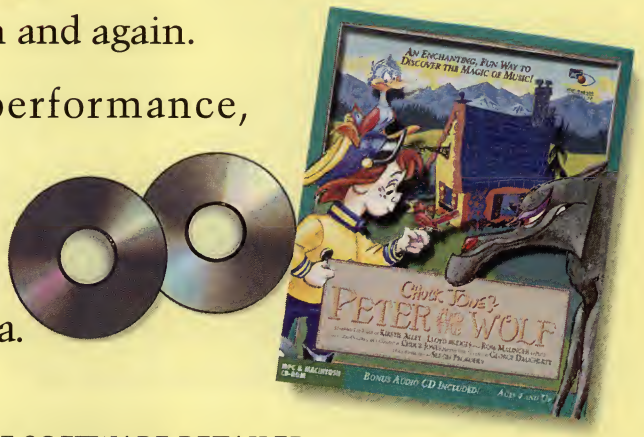


Marc Carter

Starring the voices of Kirstie Alley, Lloyd Bridges and Ross Malinger, this colorful interpretation of Sergei Prokofiev's classic is an engaging introduction to the magical world of music. Kids will delight in the gloriously animated tale ... frolic with Peter and his friends in a magical arcade-style game ... and discover the wonders of music through hours of interactive play. **A bonus audio CD** will let you enjoy the beauty and power of Prokofiev's music again and again.



You'll treasure this dazzling performance, newly recorded especially for this production by the 65-member Time Warner Symphony Orchestra.




*VISIT YOUR FAVORITE SOFTWARE RETAILER OR CALL TOLL-FREE 800-482-3766.*

Other ***Peter and The Wolf*** products available from Warner Books and TW Kids.

CD-ROM

IFX interactive

TIME WARNER INTERACTIVE
2210 West Olive Avenue
Burbank, CA 91506

## Tube Man

Keith Ferrell

# Star Quality?

One of the most interesting approaches to audience involvement in the movies was Robert Montgomery's 1946 adaptation of Raymond Chandler's *Lady in the Lake*. In that film, which Montgomery starred in as well as directed, the camera takes the point of view of Montgomery's character, detective Philip Marlowe. We go where he goes, see what he sees. The only glimpses we get of Marlowe himself occur when he passes a mirror or another reflective surface.

Is Montgomery's first-person approach, I wonder, the one best suited to interactivity? After all, with a first-person point of view, you become the star. When I play Doom, for example, I always see myself as Schwarzenegger.

Hollywood has for years promised to take us places we've never been before. But it's been the interactive-entertainment industry that has come closer, every year, to delivering on that promise. It's no surprise that Doom has been optioned for big-time motion-picture development.

Now, though, as interactive entertainment becomes a bigger and bigger business, we're seeing more and more "star" presence—professional actors taking roles that have traditionally been "ours." Brian Keith and Margot Kidder in Access's Under a Killing Moon. Mark Hamill in Origin's Wing Commander III. Even Dennis Hopper has signed on to take an interactive turn. And Hollywood agents are becoming as common as producers at electronic-industry conferences. It shouldn't be long before we see the first superstar cross over.

**Do you really want to see your favorite stars appearing in your interactive entertainment?**

Do you really want to see your favorite stars appearing in your interactive entertainment? Does their presence signal a shift away from high-level interactivity toward products we watch instead of play? Does it make us more audience than participant? And to what extent does the use of name actors, who bring with them a range of associations and responses conditioned by years of TV and movie performances, change the way we feel about our games?

I mean, would Doom be just as effective if we were watching Arnold or Bruce or Sylvester or even, God help us, Keanu blast his way around the asteroid station—instead of doing it ourselves? I don't think so. For one thing, the immediacy is lost. For another, we might alter our responses when controlling an actor onscreen, as opposed to playing the role ourselves. We are, by the actor's presence alone, distanced from the interactive heart of the product.

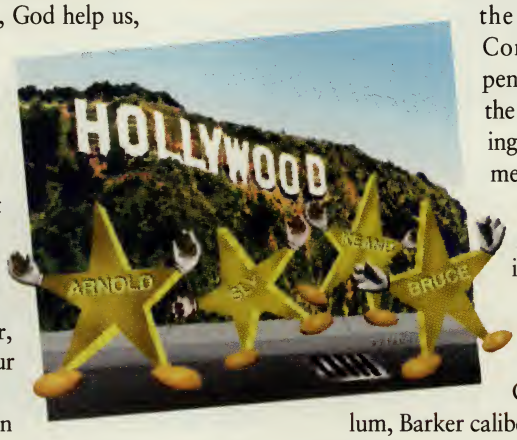



ILLUSTRATION BY DAVID PETERS

Obviously, part of this depends on the individual game's design. There are great third-person games, and lousy first-person ones. Take a look at Interplay's Star Trek series. We watch as well as participate in the program. Although the game is animated rather than live action, I think Interplay's team did an exemplary job of re-creating the "look and feel" of classic Trek. Much of the dialogue rings true, and enormous amounts of attention were devoted to extending the ambience and context of the *Star Trek* universe. Familiarity in this case works to the game's advantage.

But Star Trek—or Terminator, or Aliens, or whatever—is an adaptation; we expect to see actors or their simulacra perform for us. The real issue is the use of professional actors in original interactive programming. Mark Hamill in Wing Commander III should be a good test case. Hamill, whatever his virtues as an actor, will forever be Luke Skywalker to many of us.

Whether or not his presence works in the context of Wing Commander will depend in large part on the quality of the writing in the new installment. In fact, I could make a strong case that the "stars" the interactive industry most needs to pursue are the star writers—the Clancy, King, Ludlum, Barker caliber of storyteller.

Obviously, there's room for all kinds of games. Access, in fact, seems to be combining both audience and first-persons points of view in Under a Killing Moon. The upcoming game shifts interestingly, but a bit uncomfortably, between the two perspectives depending upon the action onscreen.

It may well be that movie stars are the wave of the interactive future and that we had best become used to them. But I can't help worrying that the presence of stars—of whatever magnitude—will help turn interactive entertainment into just another lineup of television shows.

*Keith Ferrell is the editor of* Omni, *editorial director for General Media Interactive Services, and science & technology editor for* Penthouse, *each of which covers the interactive revolution in its own way.*

Are you frustrated with your joystick cause its just not meeting the demands of your favorite PC games? Does it lack that extra thrust you need to overtake the enemy? Is it missing that pin-point accuracy and superior control? Well, don't get mad. Get LETHAL!

The Lethal Series by QuickShot is a new line of quality game controllers for the IBM and compatible PC. With features like built-in throttle control, positive response fire buttons, and high-speed turbo-fire capability, the Lethal Series will meet your need for speed, accuracy, and control. So experience the difference with the Lethal Series. * Shown above: QS201 Super Warrior (left) and QS203 Avenger (right) *

QuickShot®

QuickShot Technology, Inc. 47473 Seabridge Drive, Fremont, California 94538 Tel: 510-490-7968 Fax: 510-490-8370

## Game On

Corey Sandler

# The Ratings Game

T is for Teens. M is for Mature. A is for Adults. And H is for Hypocrisy.

By the time you read these words, the first video- and computer-game ratings should be on disks and cartridges, shrink-wrapped in a protective sheath—safe gaming—endorsed by the federal government and big business.

Any information that can help a consumer—or a consumer's parent—make an informed decision is OK with me. I just wish the process that brought us to this point had been different.

For us wretched scriveners, the First Amendment represents our license to deforest Canada for paper upon which to print our deathless prose without fear of government interference. But we were also taught that with freedom comes responsibility. Editors were supposed to be the arbiters of appropriateness, the filter between fact and rumor, self-restraint and licentiousness.

Today that filter is all but gone, swept aside by a deluge of "Hard Copy," Beavis and whats-his-name, and the "All OJ, All the Time" news. In many ways, our country is speeding toward the exit marked Hell on the information superhighway.

U.S. Senators Joe ("Don't call me Joseph") Lieberman of Connecticut and Herb Kohl of Wisconsin, both somewhat liberal Democrats, crafted the Video Game Rating Act of 1994 and summoned industry leaders and critics to hearings in the spring and summer of this year.

"I saw videos of Mortal Kombat, with its bloody scenes of dismemberment, and Night Trap, with its offensive portrayal of violence against women, and I was outraged," said Senator Joe.

Mortal Kombat, of course, became the lightning rod for criticism in 1993; the controversy did nothing to halt sales of more than six million copies on a variety of gaming platforms. Computer users could play along, or they could indulge in human-target shooting in Mad Dog II, Daryl F. Gates Police Quest: Open Season, and other such pandering.

Fearful of Congress's wrath, the gaming industry quickly responded with two rating plans of its own. The Interactive Digital Software Association, a group of mostly video-game companies, will use a system that assigns letter codes to games, from EC (Early Childhood) to AO (Adults Only), along with some descriptions of content.

The Software Publishers Association, the principal trade association of the personal computer software industry, created a somewhat independent board called the Recreational Software

Advisory Council. It established an icon-based rating system that includes a bomb for violence and such silliness as an eyeball peeking out from behind a hand to denote sexual content. Could I suggest a Volvo station wagon for Politically Correct, or Michael and Lisa Marie's wedding album to indicate a Sex-Free Zone? (For more details on the twin plans, see "Ratings Duel" on page 75.)

Michael Medved, cohost of PBS's "Sneak Previews" and author of a thoughtful conservative analysis of America's mass culture, *Hollywood vs. America* (Harper Perennial, 1992, $12), agrees that some sort of ratings was clearly needed. "One of the defenses the TV industry has always used has been 'we show violence, but the message is antiviolence,' " Medved says. "That would be very hard to say about Mortal Kombat because you are very specifically placing the customer in the position of the perpetrator of violence."

To Medved, this is a free-market issue, not a Constitutional one. So what if Blockbuster won't sell so-called adult videos—that's Blockbuster's decision. "It is hard for me to see how anyone who believes in freedom of choice can object," Medved adds. "And if you do, go to another store or sell it yourself."

Content isn't the only issue, though. "The problem with TV isn't too much violence; it's too much TV," Medved says. "And of course you'd rather have kids play NBA Jam instead of Maximum Carnage. But you still have a problem if they're spending four hours a day in front of the television."

Which brings me to the H for Hypocrisy.

Senator Joe and others in government ought to reread the Constitution they swore to uphold. Like it or not, computer games are a form of expression and beyond the reach of restrictive laws.

The industry should stop congratulating itself and examine why it was unable to even address the issue before the politicians forced its hand.

And as for us consumers, it's simply lazy to let other people make our value judgments for us, whether they use alphabet codes, icons, or laws. If we want to break up the marriage of high technology to low morals, it's up to us not to support the companies that produce games that we find offensive.

ILLUSTRATION BY LANCE JACKSON

Just when you thought you were over *Tetris*®,

# Alexey Pajitnov dares you to BreakThru!™

**The Russian master who created Tetris now introduces BreakThru—one of a series of great new puzzle games.**

**Think fast! Constantly cascading bricks keep you on your toes as you tear down wall after wall. Bombs fall your way and huge sections of the wall blow apart. But watch out! Pesky spiders, annoying soda cans and obnoxious boulders are out to make life rough. Knock them out of action so you can break through to the next wall.**

**Race to beat the clock, raising your score as you raze the walls. Test your skill in six cities, each with its own music and scenery. Challenging two-player options prove your prowess against friends. Four different skill levels and time limits mean the entire family can play.**

**BreakThru: so much fun you might not want to stop playing—or you may never be able to!**

**Available on Macintosh, Windows, Super NES®, Game Boy®, Game Gear™ & Sega™ Genesis™.**

**Spectrum HoloByte**

THE PUZZLE PEOPLE

*2490 Mariner Square Loop, Alameda, CA 94501*

**Watch for WildSnake, our next new puzzle game!**

**Visit your local retailer or call 24 hours: 1-800-695-GAME (USA and Canada).**

©1994 Spectrum HoloByte, Inc. BreakThru is a trademark of Spectrum HoloByte, Inc. Tetris is a registered trademark of Elorg. All trademarks are property of their respective holders.

## Multimaniac

Paul Bonner

# How I Turned My PC Into a Crystal Ball

*So you want to know the future, do you? Well, let me peer into my crystal monitor. Hmmm, it's murky...confused...Wait! I am getting a reading. Ahhh yes, now it is becoming clearer...I see it all now...The Multimaniac will be transformed...from a feature into a column.*

Amazing, huh? That's right: Along with astral projecting into a new location in the magazine, the Multimaniac has gained the ability to see the future. And—get this, kids—the stars tell me that YOU TOO CAN GAIN THESE POWERS! What a rush!

Forget studying for years with a shaman. All you need to plunge turban-first into fortune-telling is a multimedia computer and an astrology program. I looked at Zodiac Signs, The Personal Astrology Planner, from Software Marketing and Rosemary West's House of Fortunes from Villa Crespo Software, but the spirits recommended Astrology Source from Multicom.

This celestially seasoned disc lets you create natal and aspect charts for those who know when they were born. You can also view the charts of more than 50 famous people, generate daily horoscopes, and even determine how compatible you are with anyone else in the world. In fact, Astrology Source delivers everything you need to open your own 1-900-FUTURES phone service. (Multicom Publishing; 800-850-7272; CD for Windows/Mac, $59.95)

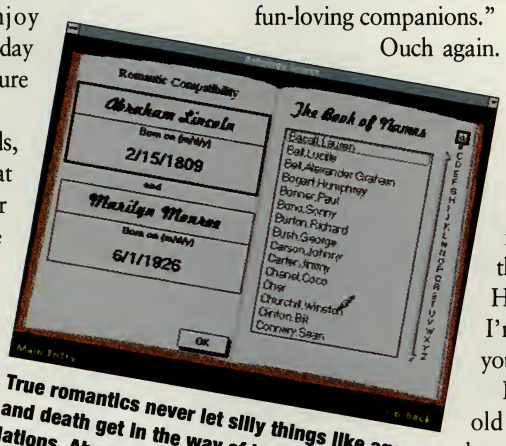
Using Astrology Source is a sublime experience. You dive into the occult by clicking on the appropriate hypergraphic—one icon leads you to star signs, another to daily horoscopes, another to a reading area where you can indulge in studying the illustrious history of fortune-telling and stargazing.

Of course, not everyone is sold on astrology. The Multimaniac, for instance, has always thought of it as a rather pathetic attempt by overwhelmed intellects to impose an otherwise not-to-be-found order upon life. But that doesn't make Astrology Source any less interesting. In fact, for those poor seekers with a skeptical bent, it might be the cheapest belly laugh around.

For instance, remember Abraham Lincoln? Sixteenth president? Picture on every penny? Had something to do with the Civil War? Well, not only does Astrology Source list him in its database of famous people, but according to its daily horoscope, things are looking up for Honest Abe. According to the stars, August 11, 1994, was a particularly "good time for work or for play. You can enjoy 'playing the game' today without all that pressure to have to win."

Or, in other words, don't let the fact that you've been dead for 129 years get in the way of your having a little fun.

But who really cares about Abe Lincoln? Anyone who's ever spent a late night watching informercials can tell you there's only one thing that makes an astrologer's 900-line jingle: Romance.




**True romantics never let silly things like age and death get in the way of love. Congratulations, Abe and Marilyn.**

Astrology Source pays homage to Cupid's imperative in the Romantic Compatibility room. And here, in lieu of the text descriptions that characterize most of the disc, the Astrology Source uses a female voice—as soulful and humane as that of any AT&T operator—to reveal the amorous compatibility of any two people whose birthdates you can supply.

Now the Multimaniac is a natural-born romantic, so I thought I'd consult Astrology Source about my compatibility with my wife, Betsy, who's been the brightest star in in my sky for more than ten years. Alas, Astrology Source made it clear that we've been fooling ourselves all these years. It flat-out condemned our union, saying, "This couple may not even make it as friends."

Ouch. That hurt. But the male animal is skilled at the art of rebounding, so with the stars frowning on my marriage, I set off to find a more compatible mate in Astrology Source's database of the rich and famous.

I've always daydreamed about knocking back sidecars at some swell Harlem hotspot with Carole Lombard, but according to Astrology Source, she's got other ideas, and "will soon drift away in search of more fun-loving companions."

Ouch again. At last, however, I found my dream date—Lauren Bacall—with whom "all is smooth sailing," according to the omniscient CD. Hit the road, Bogie; I'm moving in on your gal.

But what about old Abe? His wife's been dead at least a 100 years. The poor old guy must be getting pretty lonely, don't you think?

I wonder who the heavens'll suggest as a suitable replacement for ol' Mary? How about Madonna? Get real! Vivien Leigh? Not with the damnedest Yankee of them all! Nope, the answer was Norma Jean herself. That's right, according to the Astrology Source, Marilyn Monroe is the ultimate match for Abraham Lincoln. "They'll be fine bedmates and fascinating friends," the voice of the seer intoned.

Geez, all that skepticism seems pretty silly now.

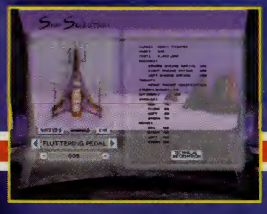
# RENEGADE

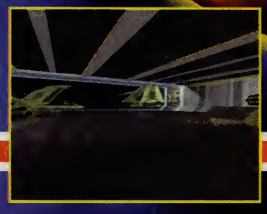
## BATTLE FOR JACOB'S STAR™

On CD-ROM for IBM & Compatibles

**SO INTENSE YOU'LL HAVE TO CHANGE YOUR FLIGHT SUIT AFTER EVERY MISSION!**

This is space combat at its very best — as only CD-ROM can deliver! FASA'S RENEGADE LEGION® INTERCEPTOR® game system comes alive with spectacular Super-VGA graphics, cinematics, digitized voices, music and sound effects. Just how hot does it look? The awesome artwork you see here is composed from actual game graphics! Once you dogfight in space *Renegade*-style, you'll know what it's like to really sweat bullets!





SSI®

©1994 Strategic Simulations, Inc. All rights reserved.

tick

THERE NEVER SEEMS TO BE

tick

tick

tick

tick

ENOUGH TIME WHEN YOUR BRAIN IS

tick

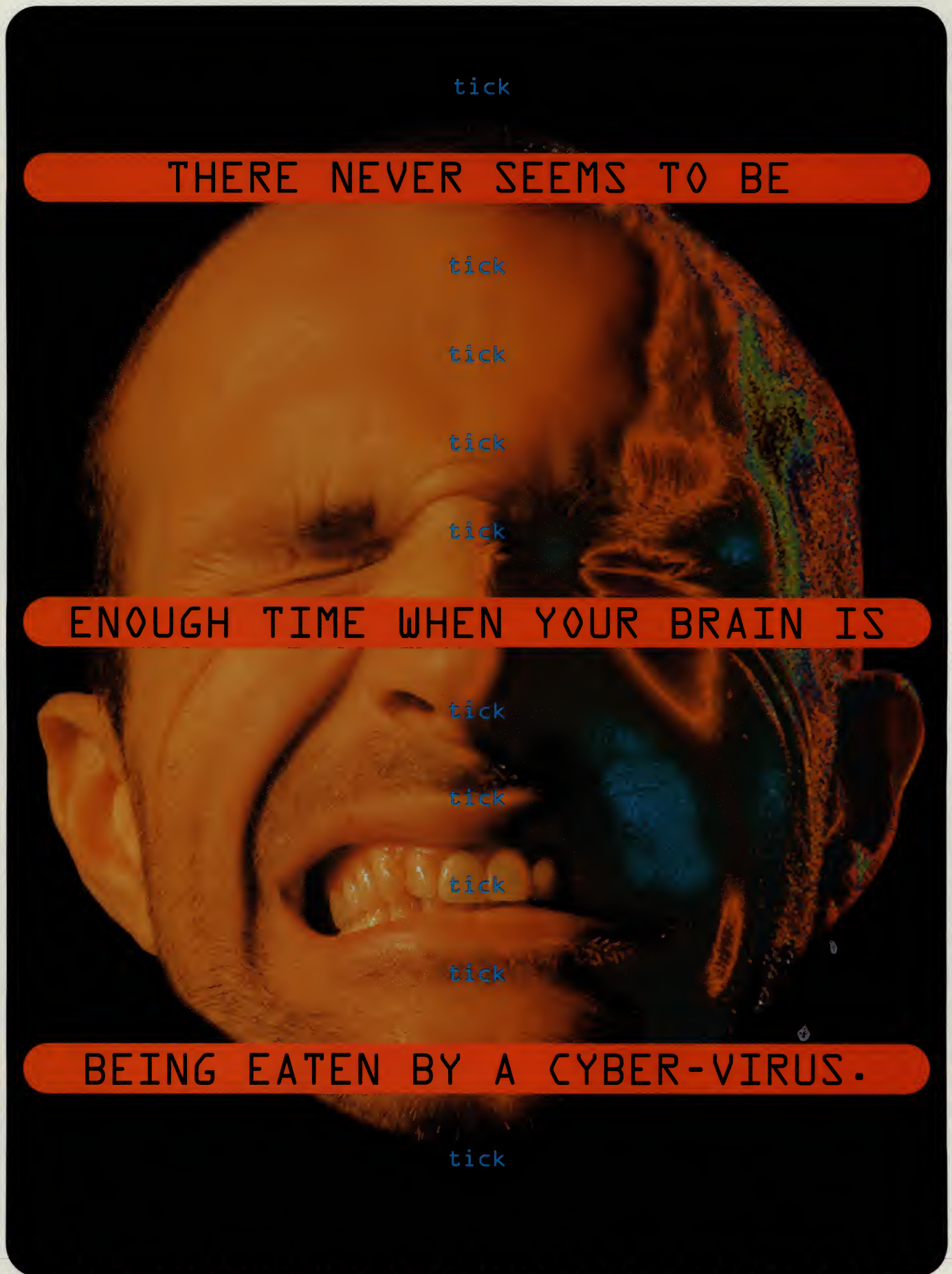
tick

tick

tick

BEING EATEN BY A CYBER-VIRUS.

tick

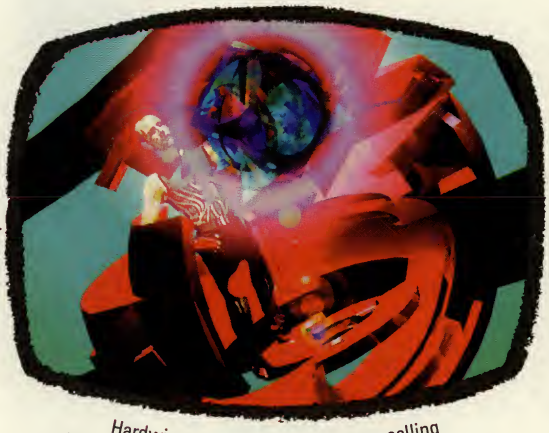


Limited first editions of Burn:Cycle contain a separate original hardcore rave soundtrack CD. *Suggested retail price. International Tennis Open ©1992 Philips Interactive Media France and Pathé Interactive. All rights reserved. Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc. All rights reserved. ©1994 Philips Media. All rights reserved. Both the copywriter and the art director of this ad would like to say hi to their respective moms. They'd also love to get CD-i players for Christmas.

CD-i

Prepare for total immersion. Burn:Cycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh.

Every nanosecond counts. Burn:Cycle is your wit and marksmanship meeting all the physical and mental challenges we throw your way. Be fast. He who hesitates is toast.



Hardwire your neurons. Critics are calling Burn:Cycle "a totally synthesized, fully transcendental, bio-controlled, electronic rush." Man, what an understatement.

**Click forward to the year 2063** tick **where you've become a jaded** tick **nihilistic data thief named Sol Cutter** tick **with a neural implant jack in your neck** tick **and one day while downloading corporate secrets** tick **into the software inside your skull** tick **you also contract a nasty little** tick **computer virus called Burn:Cycle** tick **which is basically gonna corrode your brain** tick **like battery acid in two hours unless you can** tick **outwit and outshoot relentless enemy agents** tick **find Doc the only guy who may know how to save you** tick **then make peace with your personal demons** tick **and somehow God help you** tick **locate the party responsible** tick **in this cold harsh neon-lit world** tick **before you bite the oh what a bummer** tick **your time's up**

Magnavox 450 CD-i player now $299.99,* includes 2 free titles.

PHILIPS MEDIA

# Change the way you play.

*And you won't believe what it does to your Sega Genesis.*

**GENESIS 32X** is about to bring the pulse-racing, eye-popping, heart-pounding, brain-buzzing **32-BIT GAMING EXPERIENCE** home for Sega Genesis owners. Quick! Get the whole scoop by making one free phone call! Call today — before your friends do! **1-800-32X-SEGA.**

**GENESIS 32X**

WELCOME TO THE NEXT LEVEL™

SEGA™

Sega, Genesis, Genesis 32X, and Welcome To The Next Level are trademarks of SEGA. © 1994 SEGA. All rights reserved.

**_Electronic Entertainment_ presents its exclusive guide to today's top tech toys.**

# THE HOTTEST Hardware FOR THE Holidays

By Christine Grech

This month we check out the best hardware gift choices. For recommendations on computer games, multimedia entertainment software, and kids' programs this holiday season, look for *Electronic Entertainment*'s exclusive software gift guide next month.

PHOTOGRAPH BY WEINBERG & CLARK

## 'Tis THE SEASON FOR MULTIMEDIA.

With the m-word topping everybody's wish list this year, the right hardware is the key to unlocking all the color, sound, and action that multimedia titles, games, and edutainment offer.

With hundreds of computer systems, monitors, CD-ROM drives, joysticks, sound cards, speakers, upgrade kits, and other products clamoring for your attention, choosing just the right gift is no easy task. To make your decision a little easier we've selected 33 terrific hardware products that anyone would be proud to give—or thrilled to receive.

Whatever your budget, there's a gift to match. Our selections run from clever stocking stuffers priced at less than $40 to super-cool big-ticket items that would impress Bill Gates. You're sure to find something to bring a smile to the face of that special someone, even if that someone is you.

# Multimedia Systems

Buying a complete multimedia computer means no assembly required—music to anyone's ears during the busy holiday season. These four systems represent the best in technology and value for both Mac and PC fans.

The all-in-one AST Advantage Adventure 4000.

## Power Macintosh 6100/60

Apple's new Power Macs are the ultimate for true Macintosh aficionados. Their PowerPC chips rival the Pentium in performance, and there are a growing number of super-charged games specially designed to make the most of the new machines. With Insignia's SoftWindows, the Power Mac can even run many DOS and Windows productivity applications, though not multimedia software. Power Macs start at an affordable $1,800 (not including monitor and keyboard), but we recommend the 6160 model, which comes with a hefty hard drive, plenty of memory, and a CD-ROM drive. (Apple Computer; 800-767-2775; $2,599; monitor and keyboard sold separately)

WEINBERG & CLARK

Rev up the action with a Power Macintosh 6100/60.

## Dell Dimension XPS P90

You're unlikely to outgrow this Pentium-powered screamer. The Dimension's 90MHz processor is just about the fastest around, and this PC has all the multimedia bells and whistles needed to accommodate today's hottest games and titles, including a Creative Labs Sound Blaster 16, and a double-speed CD-ROM drive. (Dell Computer; 800-613-3355; $2,799)

## AST Advantage Adventure 4000

The all-in-one ease of the Adventure 4000 makes it a no-hassle entry-level PC. Priced at less than $2,000, it's no Pentium, but its 486/66 processor has enough power to run all but the most demanding titles. And speaking of titles, it comes with Cinemania, Microsoft Golf, and Multimedia Works, among others. (AST Research; 800-876-4278; $1,999)

## Apple Performa 630CD

If a Power Mac is a little rich for your blood, check out the new Performa 630CD. The Performa version of the Apple's new 630 series comes with everything you need, including keyboard, monitor, modem, and a bundle of great games and titles. Grolier's Multimedia Encyclopedia, KidWorks 2, 1994 Time Almanac, 3D Atlas, and Wacky Jack's Game Show are only part of the package. Upgrades available for the 630 include a TV tuner and the ability to move up to a PowerPC chip. (Apple Computer; 800-767-2775; $1,899–$1,949)

WEINBERG & CLARK

The Apple Performa 630CD packs a punch.

# The Price is Right

# Hey, Good-lookin'

Great graphics make great games, and they're guaranteed with this crop of add-on delights. The right equipment can deliver snappy multimedia effects on screen, on paper, or in a virtual world.

WEINBERG & CLARK

**Monitor a NEC 5FGe for crisp, clear gaming.**

## NEC 5FGe

Gamers can explore crisp, clear, colorful worlds, thanks to this 17-inch monitor's high resolution and lightning-fast refresh rates. And because of its power-saving features, the lucky recipient will thank you for the savings on their electric bill too. (NEC Technologies; 800-632-4636; PC/Mac, $1,045)

## Diamond Stealth 64 VRAM

Boost color and resolution in games and multimedia with a new video card. The Stealth is also a local-bus Windows accelerator—its 64-bit processor means less waiting for screens to redraw. (Diamond Multimedia; 800-468-5846; PC, $399)

**Sneak 'em a Diamond Stealth 64 VRAM.**

## ReelMagic Lite

Multimedia isn't complete without full-motion video, and the ReelMagic Lite MPEG board delivers full-screen, VHS-quality action. MPEG (a video data-compression standard) decoding replaces those tiny, jerky Video for Windows and QuickTime movies with images that look as good as TV. To get you started, the board ships with an MPEG version of The Horde. Movie buffs can also use the ReelMagic to watch films in the CD Video format. (Sigma Designs; 800-494-8848; PC, $349)

**ReelMagic Lite: less jerky, more filling.**

## Win/TV Cinema

TV comes to the PC, and all you need to do is pop in an add-on card. "Melrose Place" fans can watch their favorite show in one window while using SimCity 2000 to redesign Los Angeles in another. (Hauppauge Computer Works; 800-443-6284; Windows, approximately $299)

## DeskJet/DeskWriter 540

A color printer used to be a luxury, but the Hewlett-Packard DeskJet 540 and DeskWriter 540 are changing all that. The DeskJet 540 (for the PC) and DeskWriter 540 (for the Mac) are priced well below $400. The units' ink jet technology outputs standard black print at near-laser quality, and with the addition of a $49 cartridge, it can print gorgeous high-resolution color too. This is one gift the whole family will enjoy. (Hewlett-Packard; 800-752-0900; PC/Mac, $365)

## CyberMaxx

Step *inside* the game with the CyberMaxx high-tech headset. No one should settle for pseudo-3-D graphics when they can experience true virtual reality. The field of vision changes with a turn of the head, and the stereo sound seems omnipresent. (VictorMaxx Technologies; 800-815-6299; PC/Sega/Nintendo, $799)

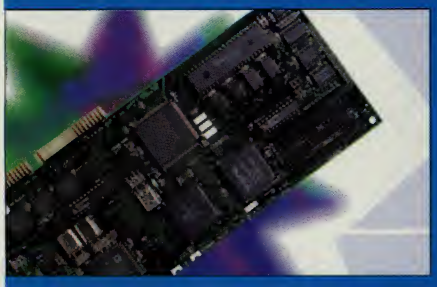
## QuickTake 100

Who needs FotoMat? With the QuickTake 100 digital camera, it's simple to snap high-quality color photos and then transfer them to a Macintosh or Windows PC. The camera can store up to 8 high-resolution images or 32 lower-resolution pictures. (Apple Computer; 800-538-9696; Windows/Mac, $749)

**Quick take a picture.**

# Listen Up

Great sound can make all the difference in the world. High-quality computer audio transforms multimedia from something you watch into something you experience.



The great SoundScape.

### SoundScape

Musicians know Ensoniq for its high-end keyboards. The SoundScape sound board provides 16-bit processing in the same tradition of quality. The SoundScape can boost game sound to near-orchestral fidelity, thanks to its advanced wavetable synthesis technology. And with no jumpers to set, it's an easy upgrade. (Ensoniq; 800-776-8637; PC, $279)

### SoundMan Wave

For a little more money, give a wavetable sound card that also boasts true, 100-percent Sound Blaster compatibility—necessary for getting FM-synthesized audio in some older games. (Logitech; 800-231-7717; PC, $299)

Speaking of Sony: The SRS-PC20 and SRS-PC30.

### Sony SRS-PC20 and SRS-PC30

The tinny-sounding speakers that come with most PCs can ruin the multimedia experience. Sony's entry-level speakers do a much better job without taking up a lot of room. The $40 SRS-PC20s have a 2-watt amp, while the $80 SRS-PC30s, boast 3 watts. (Sony; 800-342-5721; PC/Mac; SRS-PC20, $39.95; SRS-PC30, $79.95)

### Jensen JPS 45

If you love the sound of music, consider the JPS 45s. They offer full-bodied 10-watt sound at a slim price. (International Jensen; 800-323-0707; PC/Mac, $149)

### Altec-Lansing ACS-3

For a little more moola, you can rock the house with Altec Lansing's ACS-3s. The clam-shell-design satellite speakers look as terrific as they sound, while the subwoofer adds some serious bass to screaming fighters in Rebel Assault or screaming guitars in ♆ Interactive. (Altec Lansing; 800-258-3288; PC/Mac, $200)

Altec-Lansing ACS-3: super sound quality.

Virtual Guitar for the virtual virtuoso.

### Virtual Guitar

Virtual Guitar lets wannabe rockers (even those with virtually no talent) play along with top bands like Aerosmith using specially produced games. Aspiring rock stars can audition, perform, and try their hands at managing recording contracts. (Ahead; 800-872-7827; PC, $99.95)

# Disc Drivers

CD-ROM drives and multimedia upgrade kits are sure to be some of the hottest multimedia gifts this season. But some CD-ROM drives spin faster than others.

### Toshiba XM-3501

If you're shopping for a speed demon, go for a drive that won't skid on the turns. Toshiba's new XM-3501 CD-ROM disc drive is a quad-speed model, which means less waiting and more playing. (Toshiba; 800-678-4373; PC/Mac; internal, $470; external, $600)

Drive 'em wild with the Toshiba XM-3501.

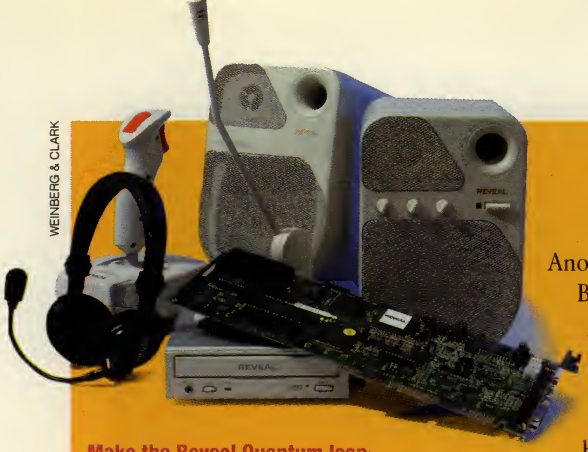
### Sony CDU-33A

Double-speed drives are becoming more affordable, so they're just the ticket for entry-level multimedia fans. Sony's CDU-33, for example, delivers the keys to the multimedia kingdom for less than $150. (Sony; 800-352-7669; PC, $149.95)

Sony spins discs for you on the CDU-33A.

### Reveal Quantum

If you're looking for a complete multimedia upgrade, the Reveal Quantum has it all. The package includes a double-speed CD-ROM drive, a wavetable synthesis sound card, speakers, a joystick, and



WEINBERG & CLARK

Make the Reveal Quantum leap.

headphones—plus 35 (count 'em) game, edutainment, and multimedia titles. (Reveal; 800-326-2222; PC, $599)

### Creative Labs Game Blaster CD

Another great kit for gamers, the Game Blaster ships with ten of the hottest games on the market, including SimCity 2000, Iron Helix, Rebel Assault, Return to Zork, and F-117A Stealth Fighter. It also bundles a respectable double-speed drive, a 16-bit sound card, and speakers. (Creative Labs; 800-998-5227; PC, $549)

WEINBERG & CLARK

Give 'em Game Blaster CD complete with all the hardware and software you need for hours of gaming fun.

Genesis 32X for a Sega supercharge.

### Genesis 32X

The PC isn't the only place to play electronic games. Give your favorite Sega Genesis fan an upgrade to his main machine. The 32X pops into the Genesis to boost speed and graphics for new CD games and cartridges. Special versions of Doom, Super Motocross, Virtua Racing, and Star Wars Arcade are just a few of the souped-up games designed especially for it. (Sega of America; 800-872-7342; approximately $160)

Advertisement

# Prepare for KOMBAT on your PC... and Take Control with the Advanced Gravis PC GamePad!

Execute all the bone-shattering combos and ferocious finishing moves of the #1 arcade smash ***right on your PC...*** and enhance the martial arts mayhem of Sub-Zero, Rayden and the rest of the kombatants with the awesome ***Advanced Gravis PC GamePad!***

For your nearest store location, or to order, call 1-800-447-6543.

Acclaim entertainment, inc. MIDWAY HI TECH ENTERTAINMENT

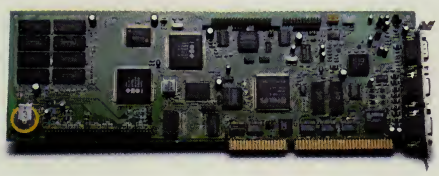
Distributed by Hi Tech Entertainment

MORTAL KOMBAT® is a Trademark of and Licensed from Midway® Manufacturing Company © 1992. All Rights Reserved - Used by Permission. © 1993 Acclaim Entertainment, Inc. Distributed under license from Acclaim Entertainment, Inc. by Hi Tech Entertainment.

# Lock The Door. Swallow The Key. 3DO On The PC.

If you've seen 3DO™ on a TV, you ain't seen nothing yet. Introducing 3DO Blaster™ – the ultimate game platform for your PC. 3DO realism and gameplay on a single expansion card. Now you can experience thousands of colors, 64-million pixels per second animation and full-motion video on your high-resolution PC monitor. Without taxing the power of your PC. A 32-bit RISC chip and twin graphics processors do all the work. Along with a Digital Signal Processor (DSP) that supplies CD-quality stereo (requires a 386/20 or higher PC, Creative Labs CR-563 CD-ROM drive, Soundblaster™ with CD-Audio connector and speakers). Included with 3DO Blaster are two of the hottest 100+ and growing 3DO titles. In SHOCK WAVE™: The Sci Fi Movie Experience, you'll defeat alien hordes by flying combat missions over photo-realistic locations from L.A. to the Amazon. 20+ minutes of Hollywood-style video is woven into the action. In Gridders™, you'll join Zack and his cybernetic dog, Fidex™, as they outsmart the killer Gridders to learn the terrible secret hidden in the depths of a factory. The deeper you go, the more complex the interactions become. So what are you waiting for? Call 1-800-331-1371,ext. 501 to order your 3DO Blaster today. Or for more information or the dealer nearest you, call us at 1-800-998-5227. But remember, you need sleep. And food. And at least once a week, go outside for some fresh air.

*Included are mind-warping, best-selling 3DO titles: Gridders™ & SHOCK WAVE™*



CREATIVE

CREATIVE LABS, INC.

Suggested retail price: $399.95. U.S. inquiries: Creative Labs 1-800-998-5227 or 1-408-428-6600. International inquiries: Creative Technology Ltd., Singapore. TEL 65-773-0233 FAX 65-773-0353. Sound Blaster, 3DO Blaster and the Creative Logo are trademarks of Creative Technology Ltd. All other trademarks and products are the propery of their respective holders. ©Copyright 1994 Creative Technology Ltd. All rights reserved.

To Order, Call 1-800-331-1371. And Try Not To Scream.

# Oddz-n-Endz

WEINBERG & CLARK

Galaxys' controller—a weird science.

What do you get for someone who has everything? Try one of these goodies.

### Galaxys

Plain old joysticks seem old-fashioned after you've seen the Galaxys game controller. This weird-looking gadget uses a combination of buttons and a huge ball to give players six degrees of freedom for 3-D input. It works with old favorites like Doom and X-Wing as well as with special new 3-D games. (Spacetec IMC; 508-970-0330; PC, $149.99)

### PC Golf

Golfers will love Sports Sciences' PC Golf electronic golf club. The unit's base connects to the PC's serial port so you can swing away with Access's Links 386 Pro. Die-hard duffers can spend the winter fine-tuning their strokes indoors on the PC. (Sports Sciences; 800-860-4727; PC, $169)

### UltraStat

Static isn't just an annoying laundry problem; it can be a drag for computers too. Static can cause a system to lock up or make the display flicker, but the UltraStat stops static cold. It even protects against glare and dust. (UltraStat; 800-460-7828; PC/Mac, $74.95)

WEINBERG & CLARK

Fore!

### Practical Peripherals ProClass PC144MT

A high-speed modem opens the door to the Internet and an entire world of online services, head-to-head games, shareware, and communication. Practical Peripherals' new ProClass PC144MT 14.4-kbps modem will save time and money compared to older 2,400-bps models. And it even sends and receives faxes. (Practical Peripherals; 800-442-4774; PC, $199)


Advertisement

STREET FIGHTER™ SERIES

4 HEROIC HITS ON ONE ACTION-PACKED CD!

**Think you're tough?** Then think again, 'cause this hot title features four times the *action*... four times the *excitement*... four times the *intensity* of anything you've ever experienced! It's the incredible **STREET FIGHTER™ SERIES** – four of the hardest-hitting competitions ever assembled on one CD – **Street Fighter,™ Street Fighter II,™** plus two bonus games, **Mega Man®** and **Mega Man® 3**!! So kick back and get ready to rumble!

For your nearest store location, or to order, call 1-800-447-6543.

HI TECH ENTERTAINMENT

© 1994 CAPCOM CO., Ltd. All Rights Reserved. Street Fighter, Street Fighter II are trademarks of CAPCOM CO., Ltd. CAPCOM and MEGA MAN are registered trademarks of CAPCOM CO., Ltd. Manufactured and distributed under license from CAPCOM CO., Ltd. by Hi Tech Entertainment.

CAPCOM®

# No holds barred

If you've had a prosperous year, share the wealth. These extravagant items are sure to make a splash.

### Logitech Wingman Extreme

Flight-sim fans will love Wingman Extreme's ergonomic grip, four-way view switch, and multiplicity of thumb switches. This baby will keep computer pilots flying high. (Logitech; 800-231-7717; PC, $69.95)

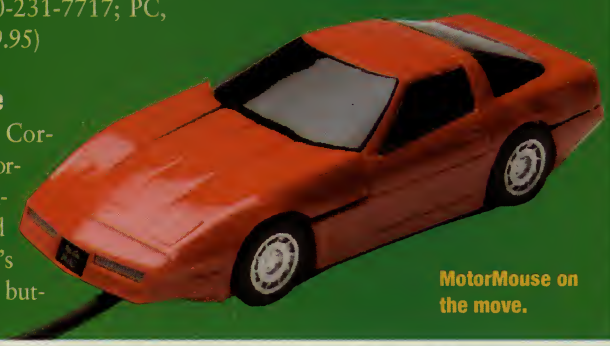
Get a grip on Logitech's Wingman Extreme.

WEINBERG & CLARK

Make the Practical Peripherals ProClass connection.

### MotorMouse

Go ahead, give them a Corvette. You can with MotorMouse, a Microsoft-compatible mouse fashioned in the shape of everybody's favorite sports car. The buttons are on the hood, and car-related sound clips and special effects come with the bundled software. (MotorMouse Products; 800-334-2933; PC, $59.95)



MotorMouse on the move.

WEINBERG & CLARK

### SharpVision XV-H35U

If even the biggest big-screen monitor doesn't give you the big picture, consider the SharpVision XV-H35U home theater

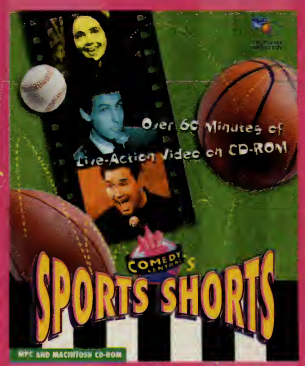
SharpVision XV-H35U gives you the big picture.

LCD video projector. The SharpVision unit sits on a tabletop or mounts to the ceiling and projects the screen image directly onto the wall. The resulting picture can range from a moderate 25 inches on up to an awe-inspiring 200 inches. An RGB adapter lets you use the SharpVision


Advertisement

If You Buy It, You Will Laugh!

Score big with Comedy Central's Sports Shorts! The CD-ROM for every sports enthusiast, Comedy Central's Sports Shorts features an all-star comic team guaranteed to make you laugh your balls off! Warm up with Adam Sandler, go to bat with Frank Santorelli or go the distance with Janeane Garofalo. More than 50 hilarious comedians take aim at our sports rituals. Over 60 minutes of Live-action video, at the record-breaking low price of only $19.95. You can't beat it with a stick... a bat... or a racquet!



Adam Sandler

Frank Santorelli

Janeane Garofalo

TIME WARNER INTERACTIVE

2210 W. Olive Avenue
Burbank, CA 91506

WSAD 08P7

Step up to the plate and visit your local retailer, or call (800) 482-3766 for more information

CD-ROM

THE COMEDY CLUB IN A BOX!

Pioneer DRM-604X juggles discs.

as a projection TV, too. (Sharp Electronics; 800-237-4277; PC/Mac, $4,695)

### Pioneer DRM-604X

The Pioneer DRM-604X CD-ROM jukebox saves time two ways. It cuts disc shuffling delays by holding up to six CD-ROMs at a time. And it spins the current selection with quad-speed perfection. (Pioneer New Media; 800-444-6784; PC, $1,395)

### IBM ThinkPad Traveling MultiMedia

Fun and games hit the road with IBM's ThinkPad Traveling MultiMedia. The package features a ThinkPad 755C notebook computer with a big, bright active-matrix color screen and built-in 16-bit sound. The portable Dock 1 expansion unit adds stereo speakers, a 14.4-kbps fax/modem, and a double-speed CD-ROM drive. (IBM PC Direct; 800-426-2968; $6,129–$9,599)

IBM Traveling MultiMedia road show.

### ThrustMaster's Flight Sim Cockpit

To a flight-sim fanatic, a custom-built cockpit in the living room is the best seat in the house. The complete ThrustMaster's Flight Sim Cockpit includes such essentials as a seating unit and external shell, a controller for cockpit functions, shoulder harness, and ladder. Flight controls and rudder pedals are sold separately.

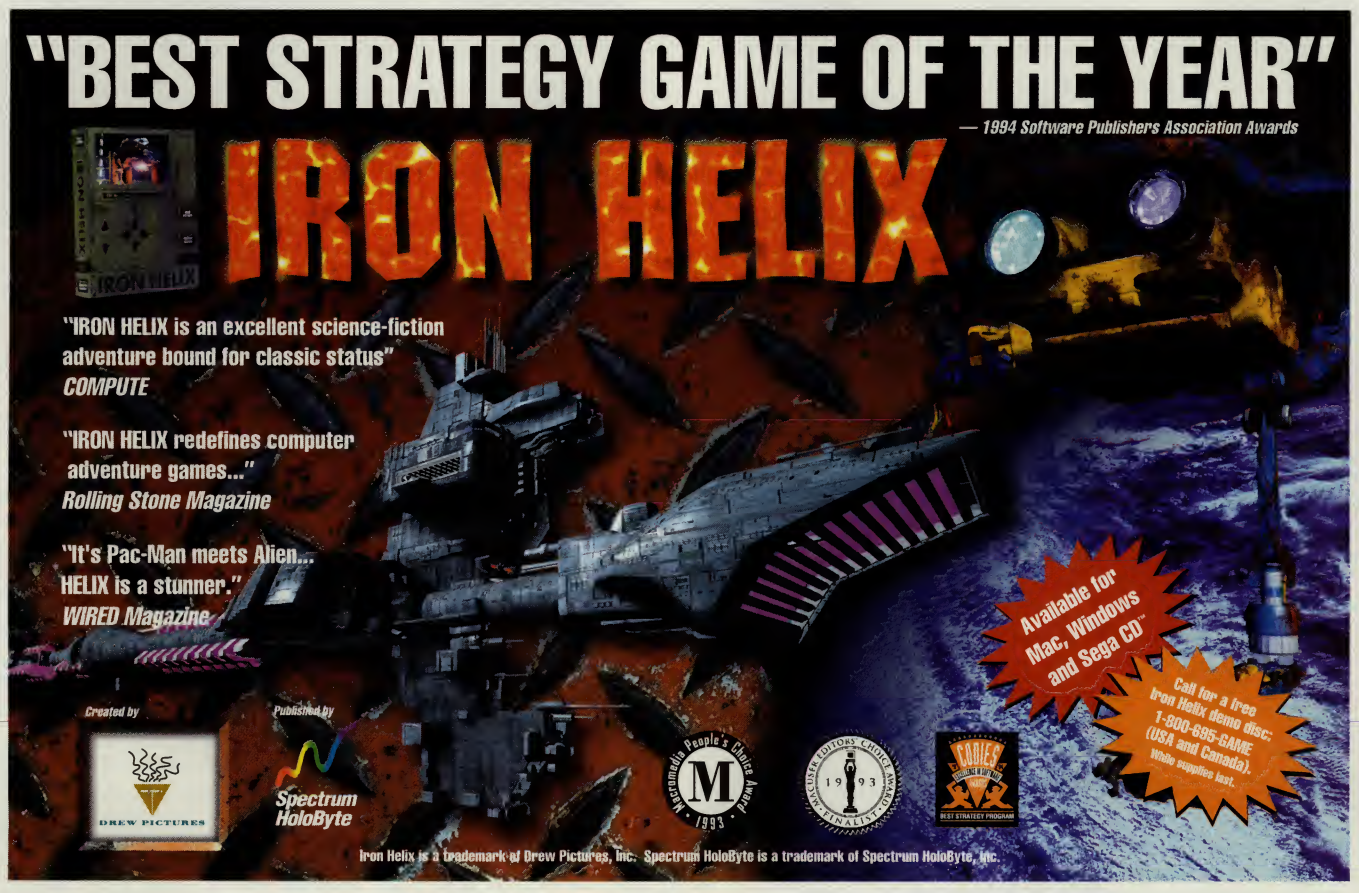
Thrustmaster's the next best thing to being there.

It's compatible with all the major sims, including Microsoft's Flight Simulator. (ThrustMaster; 503-639-3200; PC, $2,566)

### ViRtigo's Smart Seat

If you're considering buying the ThrustMaster cockpit, why not go all out and spring for a motion platform? The Smart Seat accommodates one or two players, a monitor, and controls on a platform that actually moves and shakes for the most realistic gaming experience around. (ViRtigo; 800-383-2954; $9,000)

Advertisement



GUIDED TOUR

# EXPLORE THE Enter

## Make it so with the Star Trek: The Next Generation

Forget the arguments over who's better: Kirk or Picard. The real star of *Star Trek* will always be the Enterprise, not the human and alien personalities who wander her pristine corridors. And now, your computer and CD-ROM drive are your gateway to the intriguing flagship—up close and personal.

Sure, there have been *Star Trek* games and screen savers, but the Interactive Technical Manual is different. It's a hard-to-resist, you-are-there exploration of the U.S.S. Enterprise NCC-1701-D, "The Next Generation" ship we think we know from seven years of watching the TV show. The Manual is based on a book version published by Simon & Schuster Interactive, which has already sold more than 500,000 copies.

Using Apple's new QuickTime VR technology (see "How It Works," page 57), you can roam the Enterprise to your heart's content. Sit in the Captain's chair or poke around in his private quarters—you can even snoop through his dresser drawers. Look around in all directions (even up and down) and move easily from one area to another. You'll find out more about the ship than you'd learn watching a thousand TV episodes.

Scheduled to ship this fall, the Manual offers a tour narrated by Jonathan Frakes, the actor who plays the dashing Commander Riker. You can converse with the ship's computer, brought to life—as always—by Majel Barrett Roddenberry, the wife of the late *Star Trek* creator Gene Roddenberry.

Check out the bridge and the Captain's ready room, the ship's main engineering section and the transporter room, the holodeck and sick bay. For a more social experience, stroll by the Ten Forward crew lounge, or take a seat on the observation deck. To get the inside scoop on the crew, visit the private quarters of Picard, Klingon Security Officer Worf, and the android Lt. Commander Data. True voyeurs will want to rifle through Counselor Troi's belongings, too.

If you see an item you're interested in, simply zoom in. The cursor changes to let you click on many objects that you can examine in detail. Even better, you can actually manipulate many of them—from the Tricorders and hand phasers to the entire ship itself—and inspect them from all sides. The Manual also includes quick videos and animations of key operations, including transporting and separating the saucer from the rest of the ship.

Jump directly to different parts of the ship, or try the transit mode for a high-speed dash through the halls and turbolifts to reach your destination. An index mode makes it easy to find any object, ship system, or function.

No matter where you go, the Enterprise's familiar beeps, whooshes, and whirs add that special touch of realism to your journey. And the classic theme music sets the stage perfectly.

So go ahead, let your curiosity run wild. Nobody's home. You have the galaxy's most powerful ship all to yourself. Engage! (Simon & Schuster Interactive; 800-983-5333; CD for Windows/Mac, $69.95)

**By Fredric Paul**

### The Ship

**Spend some quality time exploring the outside of the Enterprise. The Interactive Technical Manual lets you rotate the ship to look at it from any angle. After all, there is no "upside down" in deep space.**

# prise!

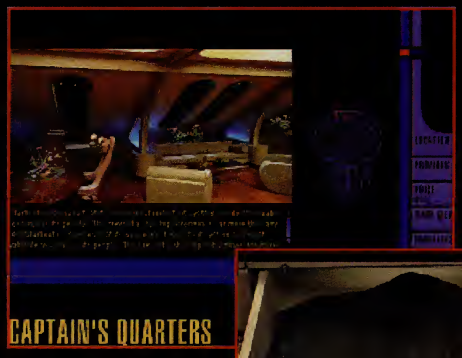
## Interactive Technical Manual.

### The Bridge

The seat of power on the Enterprise awaits you. Clicking on the Captain's chair puts you in the driver's seat.

Observe the final frontier from the Captain's point of view. Kind of makes you want to boldly go, doesn't it?

### Captain's Quarters

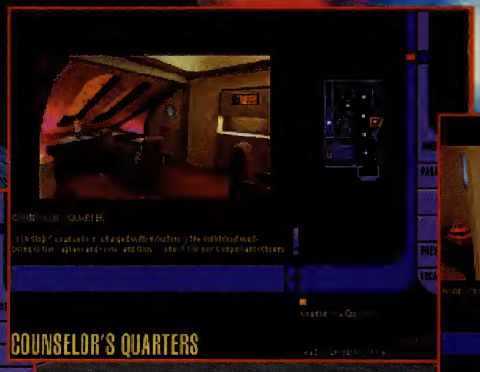



Once you've seen where Captain Picard works, you might want to peek into his living quarters. Hey, where'd he get the fresh flowers?

Even starship captains have to sleep sometime. Here's where Picard stashes his jammies.

### Crew's Quarters

Androids don't sleep. Data's quarters are equipped for late-night work.

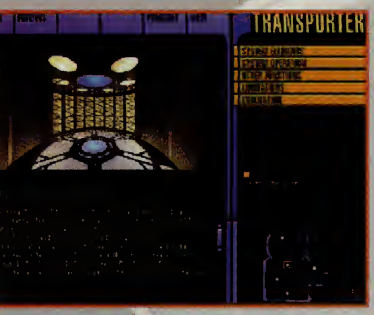



This is where Counselor Troi lets down her hair. Look around—you never know what you might find.

Klingons aren't known for their interest in creature comforts. This chair in Security Officer Worf's quarters makes that perfectly clear.

## Going Somewhere?

# Technical Issues




The Manual offers you plenty of ways to get around the ship, but the Transporter isn't one of them.

The Enterprise's engineering section is the true heart of the ship. LaForge rules down here.

Techie Trekkers can learn about a variety of ship functions rarely shown on TV. This animation shows the saucer section separating from the rest of the ship.

The Transporter Room has a weapons locker that could arm an away team to the teeth.

Ever wonder what a Tricorder actually does? This close-up shot may help you figure it out.

Advertisement

MANEUVERS COMMONLY PERFORMED WITH NEW WINGMAN EXTREME.

Barrel Roll Attack.

Offset Head-on Pass.

The Immelman.

Low Speed Yoyo.

Barrel Roll.

Rollaway.

## Hanging Out on the Enterprise

In deep space you can't kick back at the corner bar, so visit the Enterprise's Ten Forward lounge instead.

The perfect place to hold a meeting to determine the galaxy's fate.

When viewed through QuickTime VR, this panorama becomes an undistorted 360-degree record of the Enterprise bridge.

## How It Works

Star Trek: The Next Generation Interactive Technical Manual looks every bit as real as what you see on TV or in the movies. That's because you're roving through photographs of the actual set, stitched together into a seamless representation of the entire ship.

The secret weapon here is Apple Computer's QuickTime VR. This brand-new software makes it easy for developers to combine a collection of standard photographs into a 360-degree view. The entire image requires just 800KB of disk space, so developers can put hundreds of these scenes on a single Mac or Windows CD-ROM. Simon & Schuster shot more than 15,000 photographs to create 92 panoramic images in the Interactive Technical Manual.

You can zoom in on whatever interests you, and developers can add "hot spots" anywhere. Click on a painting in Data's quarters, for example, and you get a close-up view with a description.

Star Trek: The Next Generation Interactive Technical Manual is the first commercial product to use QuickTime VR, but expect it to show up soon in everything from virtual museum tours to interactive travel titles. *–FP*

Advertisement

MANEUVERS COMMONLY PERFORMED WITH OTHER JOYSTICKS.

WingMan Extreme conforms to all required joy stick standards.

Warriors of the cyber skies rejoice: project WingMan Extreme is complete, the joystick has been perfected. Never has guidance control been so fluid, trigger action so responsive, view control so easy. WingMan Extreme can be the difference between the thrill of victory and the ejection seat of defeat: a solid professional in a field of puny lightweights. WingMan Extreme is waiting at your dealer or call 1 800 889 0038 or fax back at 1 800 245 0000.

LOGITECH

NEW WINGMAN EXTREME. THE JOYSTICK WITH ATTITUDE!

PRICE COSTCO  SOFTWARE ETC  inmac  BEST BUY

# GO AHEAD. PLAY FOOTBALL IN THE HOUSE.

## NFL FOOTBALL TRIVIA CHALLENGE

The ultimate game for the armchair quarterback is coming this fall to your CD-ROM drive! Put your knowledge of the game of football to the test — are you a Rookie, a Pro or a Veteran? Choose your team and your conference (AFC or NFC), and try to gain yardage by answering multiple choice questions about Hall-of-Famers, Super Bowls, rules — over 1,500 NFL approved questions. Answer correctly — the crowd goes wild! But a wrong answer could get you booed off the field, or even sent to the showers! There's live-action video and photographs from NFL Films, a packed stadium, a locker room, commentary from Pat Summerall and Tom Brookshier — the whole pro football experience, and you don't even have to get out of your chair!

**(Sorry. No blimp.)**

Available for PC, Macintosh, Sega CD™ and CD-i.

MPC Multimedia PC

PHILIPS INTERACTIVE MEDIA

Team NFL

CapDisc™

The Multimedia PC logo is a certification mark of the Multimedia PC Marketing Council, Inc.
CapDisc is a division of Capitol Multimedia, Inc.

# Approaching The 11th Hour

By Christopher Lindquist

You're invited to a hellish open house at Henry's place in the suspenseful sequel to The 7th Guest.

The 7th Guest set the standard for interactive cinema when it burst onto the multimedia gaming scene last year. And in an industry where shelf life is often measured in weeks, The 7th Guest still ranks in the top five on our Leader Board list of best-selling Mac and PC games.

That success will be hard to top, but developer Trilobyte is rising to the challenge with a three-disc sequel (one disc features "the making of" the game and the soundtrack) called The 11th Hour.

The new release boasts enhanced graphics and more than an hour of video—double that of The 7th Guest. Using proprietary software technology, the game delivers 30-frames-per-second video. The graphics and video combine to tell a love story laced with elements of gruesome horror.

Seventy years have passed since the bloody conclusion of The 7th Guest, but Henry Stauf's murderous legacy lives on. Reporter Robin Morales has vanished while investigating a series of killings in Stauf's old hometown. It's up to you—as Carl Denning Jr., Robin's fellow reporter and boyfriend—to find her and solve the mystery of Stauf's now-crumbling mansion. Seeing through Carl's eyes, you must rely on the help of three mysterious women to aid you in your quest. To survive, you have to learn their quirks, weaknesses, strengths, and fears.

Gamers can look forward to 13 logic puzzles, more than 40 hidden items to hunt for, and 6 artificial-intelligence strategy games that you play against Henry Stauf himself. If you get stuck, a video-based help system will give you hints.

A new GameBook interface controls the action. Move the cursor to the top of the screen to bring up the GameBook, which lets you access videos, get text and graphic clues to the treasure hunt, hear audio hints, and check out maps showing which rooms still have puzzles to solve and which have been unlocked for treasure hunting.

For those who can't wait for The 11th Hour, we've put together a guided tour of 6 of the 22 rooms that make up the dark world of the sinister Henry Stauf.

There's lots to explore, but don't dawdle. As you might guess from its name, The 11th Hour plays tricks with time. The dramatic scenes outside the house occur in the past, while you witness events in the house in real time. As you play, the grandfather clock in the foyer chimes out the passing hours and the fateful 11th Hour can roll around before you know it. (Virgin Interactive Entertainment; 800-874-4607; CD for DOS/Mac, $99.95)

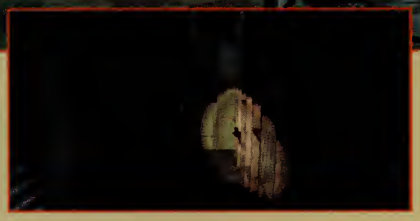
The GameBook screen is the basic interface to The 11th Hour.

# The Foyer

Welcome to the home of the late Henry Stauf. Seventy years have passed since The 7th Guest, but time does not heal all wounds. Some simply fester.

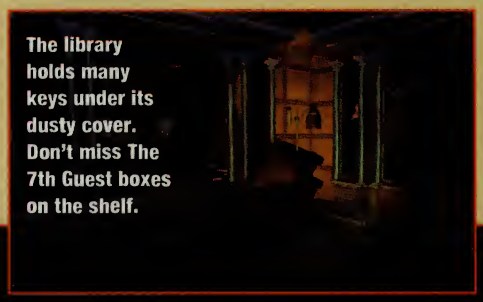
The Knight's puzzle is but your first challenge—one of many, and more difficult tests to come. You will have to solve a separate puzzle to unlock the mystery of each room in Stauf's mansion.

# The Library

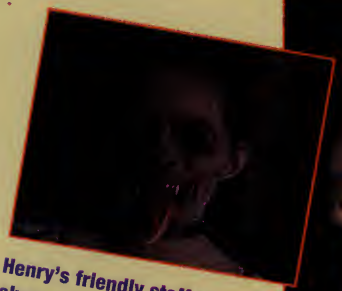


Secret passages and hidden rooms await, if you're patient enough to find them. Oh, and you'll have to solve their puzzles first.

Ghostly visitations play out past events that could affect your future. Pay close attention. Here, Carl encounters Eileen, who beseeches his help in escaping the house. It may be too late, though—Eileen is a ghost.



The library holds many keys under its dusty cover. Don't miss The 7th Guest boxes on the shelf.



Henry's friendly staff is always available to lend a hand.

The Dewey decimal system won't help you here. To solve the puzzle, arrange the books together by color.

# The Bathroom



This is what happens when you forget to put the cap back on the tooth-paste. You'll need to use the tooth-paste in the treasure hunt.

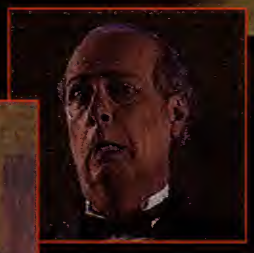


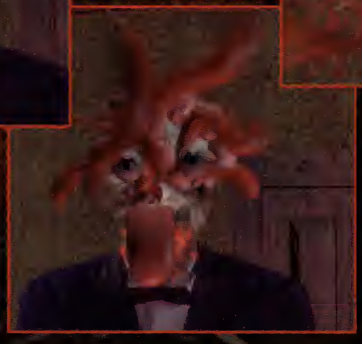
Once bitten is all you get with this "itsy-bitsy" puzzle.

The bathroom is home to a grisly scene.

# Edward Knox's Room

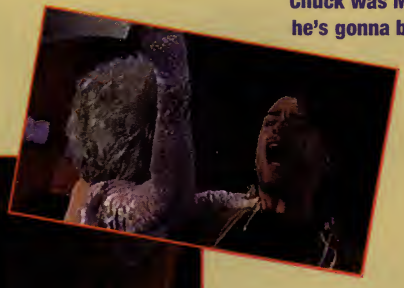
Mr. Knox tried to warn Carl of the dangers lurking in Stauf's house. Unfortunately, in return for his consideration he seems to have lost his head, in a very messy way.



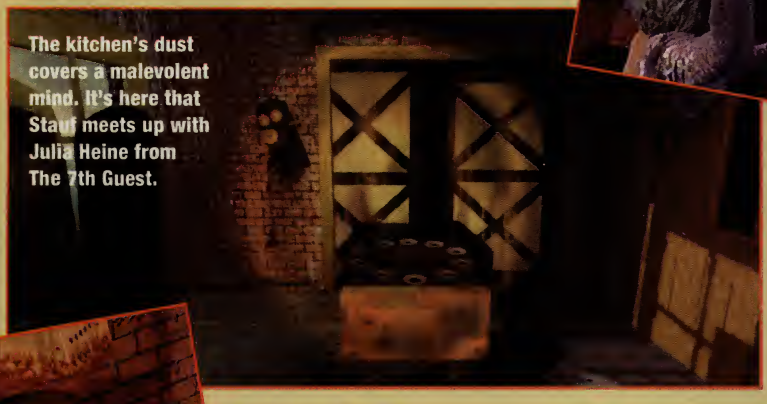


# The Kitchen

Ah, Mrs. Cleaver, I presume. Chuck was Marie's boy toy, now he's gonna be chopped liver.



The kitchen's dust covers a malevolent mind. It's here that Stauf meets up with Julia Heine from The 7th Guest.

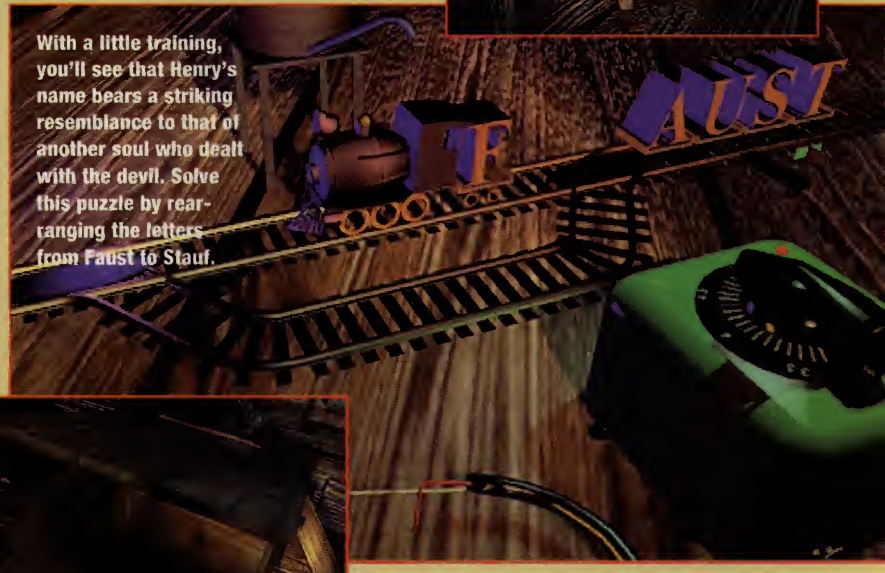


# The Attic

Stauf's musty attic is cluttered with clues.

Those who fear the macabre may find The 11th Hour a bit grating.

With a little training, you'll see that Henry's name bears a striking resemblance to that of another soul who dealt with the devil. Solve this puzzle by rearranging the letters from Faust to Stauf.



Henry's dishes need to be put away neatly. Stack the plates on the point of the star by jumping over two plates, stacked or not.

Want to get downstairs in a hurry? Don't worry, this trap door isn't a trap, it's a shortcut to the game room.

# you'll get old waiting for someone to top SEGA CD.

SEGA CD has over **100** outrageously **great games** — and **no waiting!** Sports, Action, Fighting, TruVideo,™ Adventure, RPG — what more could you want? (Alright, we'll even throw in Sewer Shark.™)

SEGA CD has **32-bit** compatibility (if you're wise enough to add a Genesis 32X™). So it has the technological muscle to deliver the kind of intense, epic, **next-GENERATION** gaming experiences you've been waiting for — on CD!

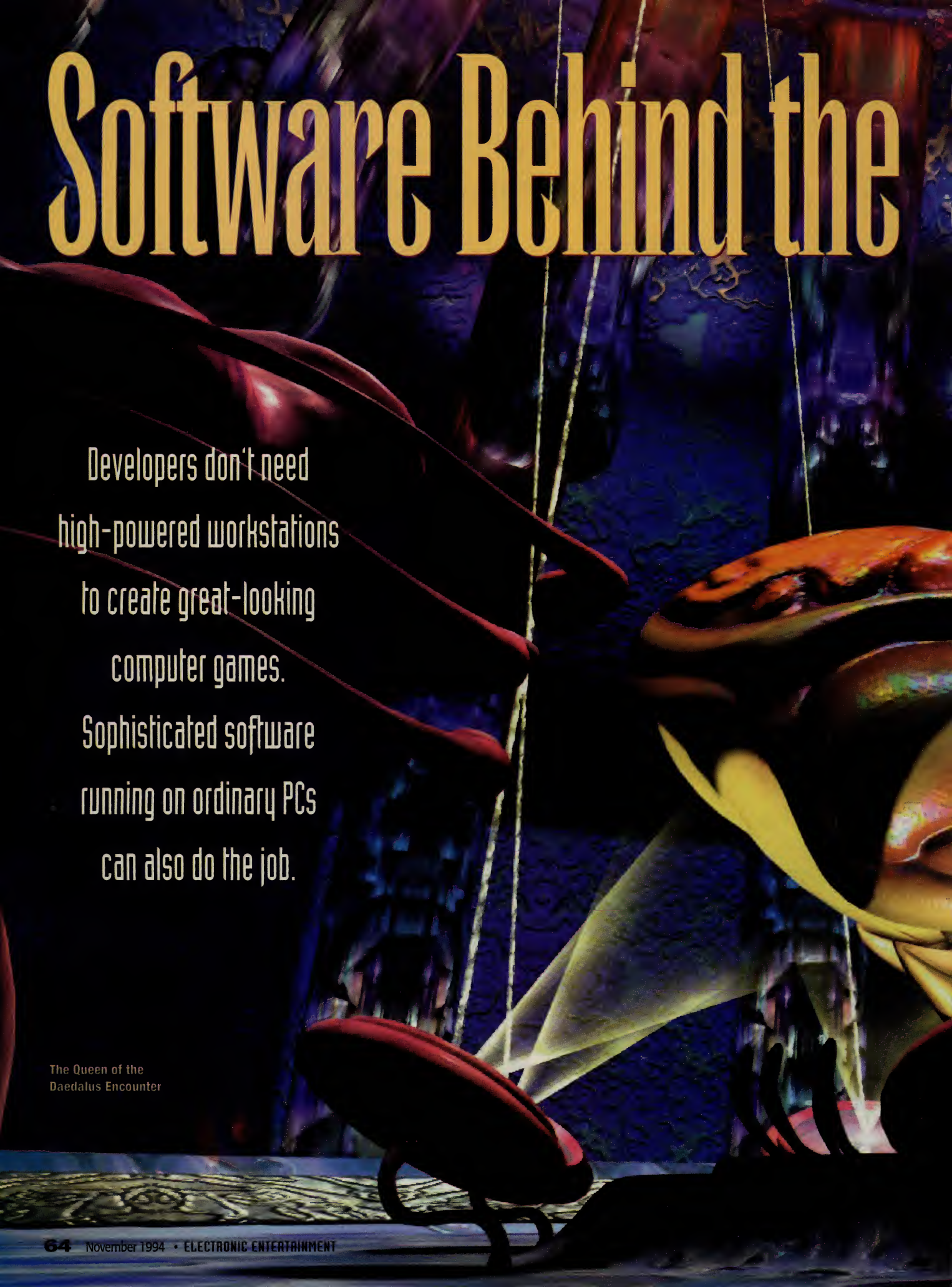
SEGA™

Sega, Sega CD, Genesis 32X, Sonic CD, and Tomcat Alley are trademarks of SEGA. © 1994 SEGA. All rights reserved. Sewer Shark was developed for Sony Imagesoft by Digital Pictures, Inc. © 1992 Digital Pictures, Inc. Sewer Shark is a trademark of Hasbro, Inc. Sony Imagesoft is a trademark of Sony Electronic Publishing Co.

HAVE FUN NOW,
while you can
still chew your food.
sega!
SEGA CD™

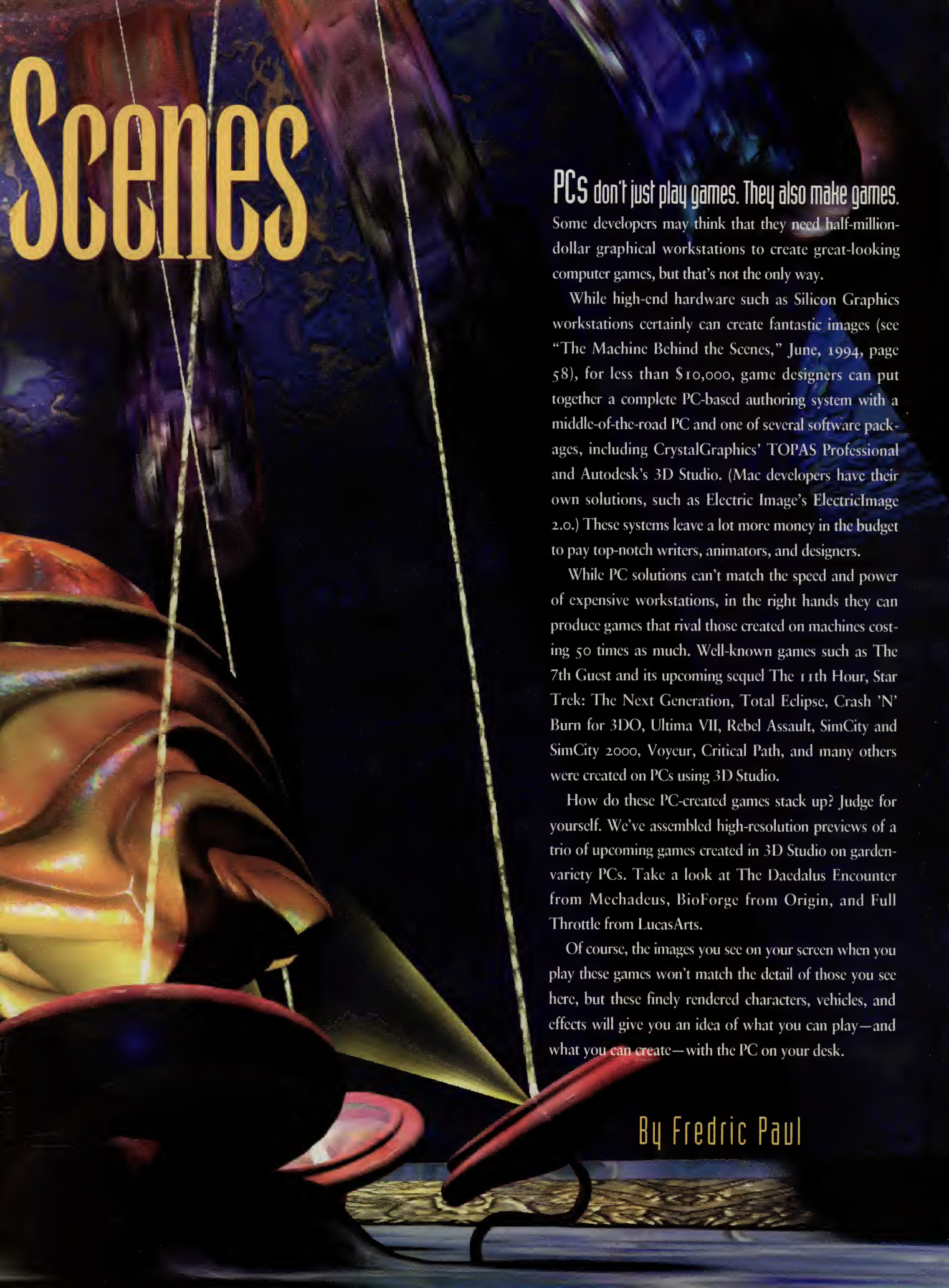
# Software Behind the

Developers don't need high-powered workstations to create great-looking computer games. Sophisticated software running on ordinary PCs can also do the job.



The Queen of the Daedalus Encounter

# Scenes



## PCs don't just play games. They also make games.

Some developers may think that they need half-million-dollar graphical workstations to create great-looking computer games, but that's not the only way.

While high-end hardware such as Silicon Graphics workstations certainly can create fantastic images (see "The Machine Behind the Scenes," June, 1994, page 58), for less than $10,000, game designers can put together a complete PC-based authoring system with a middle-of-the-road PC and one of several software packages, including CrystalGraphics' TOPAS Professional and Autodesk's 3D Studio. (Mac developers have their own solutions, such as Electric Image's ElectricImage 2.0.) These systems leave a lot more money in the budget to pay top-notch writers, animators, and designers.

While PC solutions can't match the speed and power of expensive workstations, in the right hands they can produce games that rival those created on machines costing 50 times as much. Well-known games such as The 7th Guest and its upcoming sequel The 11th Hour, Star Trek: The Next Generation, Total Eclipse, Crash 'N' Burn for 3DO, Ultima VII, Rebel Assault, SimCity and SimCity 2000, Voyeur, Critical Path, and many others were created on PCs using 3D Studio.

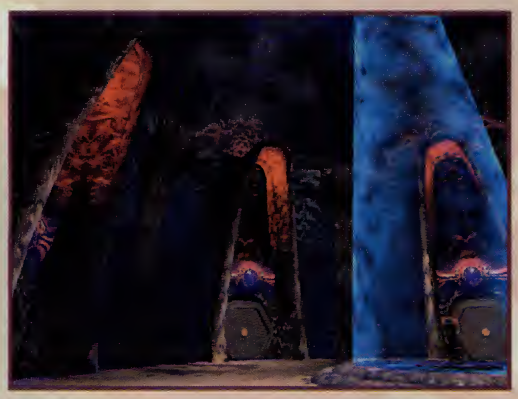
How do these PC-created games stack up? Judge for yourself. We've assembled high-resolution previews of a trio of upcoming games created in 3D Studio on garden-variety PCs. Take a look at The Daedalus Encounter from Mechadeus, BioForge from Origin, and Full Throttle from LucasArts.

Of course, the images you see on your screen when you play these games won't match the detail of those you see here, but these finely rendered characters, vehicles, and effects will give you an idea of what you can play—and what you can create—with the PC on your desk.

By Fredric Paul

# The Daedalus Encounter

**From Mechadeus**



IMAGES COURTESY OF MECHADEUS

**You must solve a puzzle to enter any of these doors in the central hub of the organic ship. Once inside, look for clues to avoid disaster.**

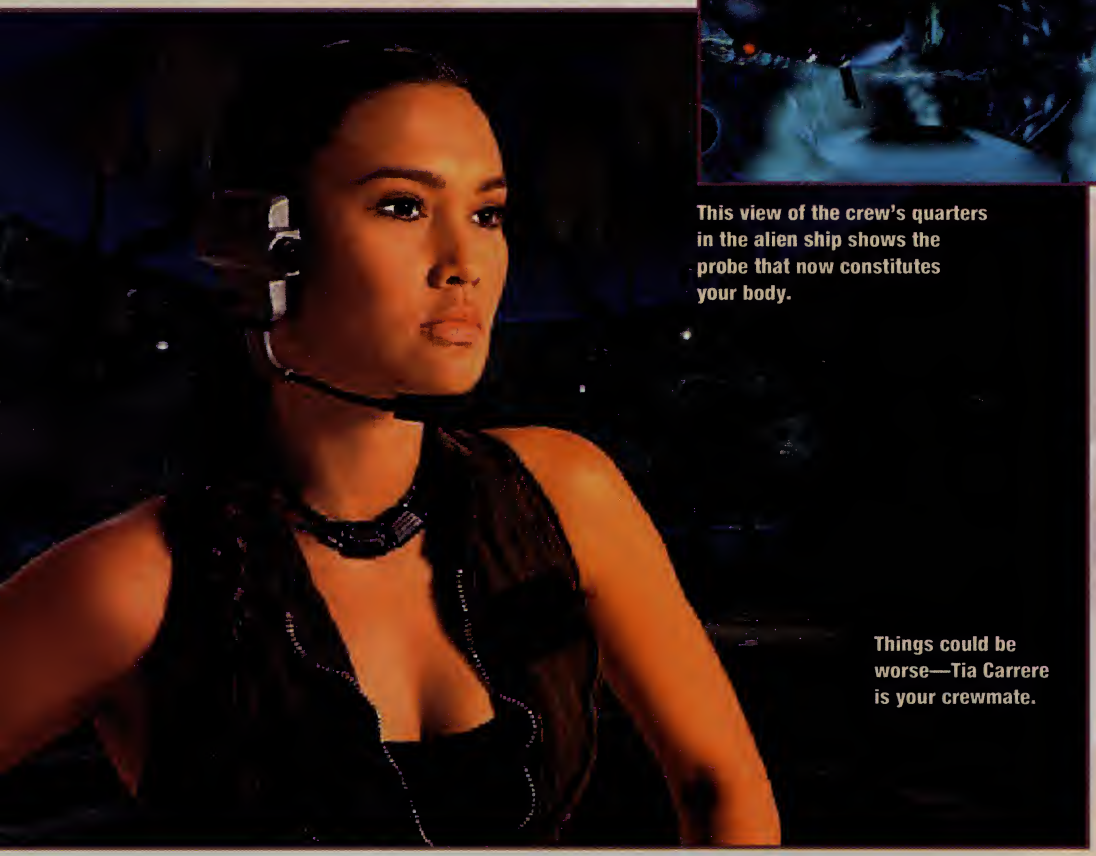
As one of three survivors of a 22nd-century intergalactic war, you must fight off the evil Krynn while saving a crippled organic spaceship from a deadly collision with a binary star.

Unfortunately, you were injured when your ship crashed into the alien vessel, and what's left of you is now encased in a flying mechanical probe.

Fortunately, your companions include Ari (played by the beauteous Tia Carrere) and Zack (soap star Christian Bocher).

Your mission: Solve puzzles, explore strange worlds, and battle aliens to take control of the bizarre ship in time to avoid its destruction. With a mix of navigable QuickTime, full-motion video clips, and a branching story line held on two CDs, the terrific renderings are only part of the picture. Plan on encountering Daedalus in time for Christmas. (Media Vision; 800-845-5870; CD for DOS/Mac, not yet priced)

**This view of the crew's quarters in the alien ship shows the probe that now constitutes your body.**



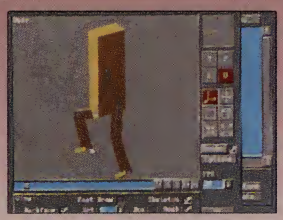
**Things could be worse—Tia Carrere is your crewmate.**

**Can you guess what this room is used for?**

## The Software Story

Autodesk 3D Studio may run on PCs instead of workstations, but it's far from inexpensive. The current version, 4.0, costs almost $3,000, and many game developers also employ a variety of add-ons and extensions—from Autodesk and other companies—that can more than double that cost.

Even without the extras, 3D Studio's price tag dwarfs that of many of the PCs it runs on: It requires only a 386DX processor, 8MB of RAM, DOS 3.3, and 20MB of disk space.



**Autodesk 3D Studio 4.0 is the leading PC rendering, modeling, and animation package.**

But the program is extremely computing intensive and will benefit from any amount of system power a developer can throw at it. The software can even grab unused processing power from other PCs on a network. Other versions of 3D Studio are available for high-end Silicon Graphics workstations.

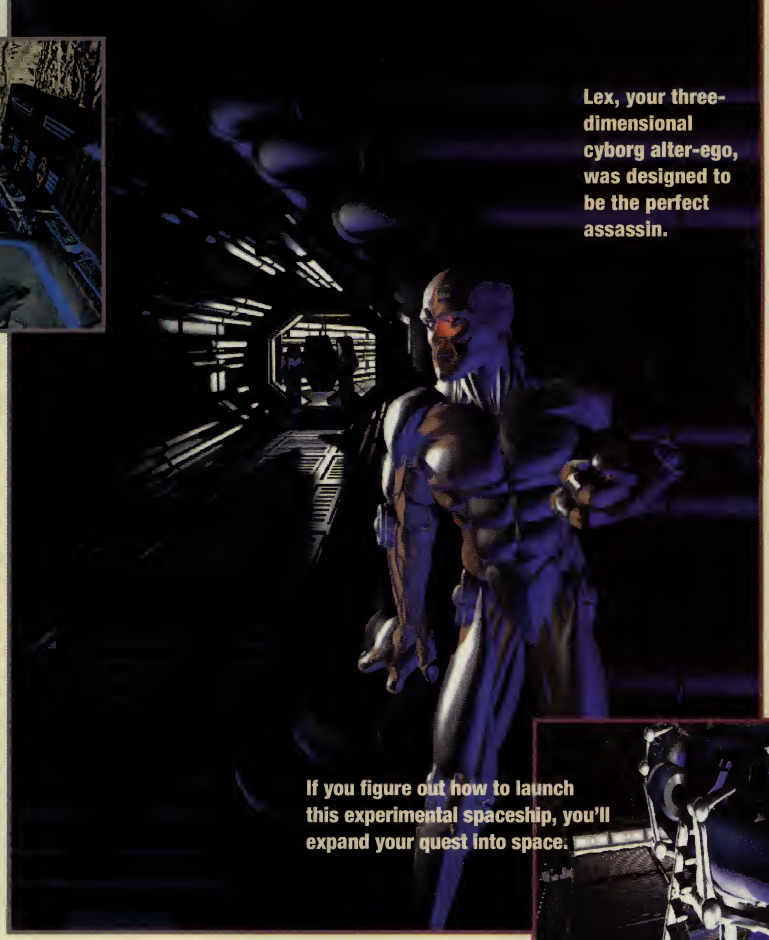
3D Studio holds an estimated two-thirds of the PC high-end modeling and animation market. As you might have guessed, 3D Studio is designed for professionals, not amateurs. Don't expect to boot it up and create a masterpiece overnight. (Autodesk; 800-879-4233; DOS, $2,995) *—FP*

Land on this pad to infiltrate the Mondite base. Then take over the base from the control room.

# BioForge

**From Origin Systems**

Billed as a new kind of interactive movie, BioForge casts you as Lex, a newly minted cyborg—half man, half machine—with no memory of how he came to be. To find the secret to your existence, you must escape a ruined prison, travel through an alien city and an active volcano, venture into space, and fight hostile morphing aliens. The game features thousands of frames of animation and seamless integration between interactive action and cut scenes. Lex is due to awaken in 1995. (Origin Systems; 800-245-4525; CD for DOS, approximately $55)



Lex, your three-dimensional cyborg alter-ego, was designed to be the perfect assassin.

If you figure out how to launch this experimental spaceship, you'll expand your quest into space.

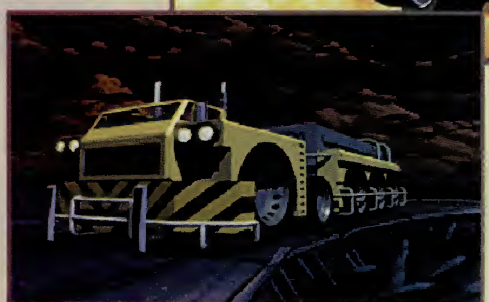
IMAGES COURTESY OF ORIGIN

# Full Throttle

**From LucasArts Entertainment**

A slick, glossy take on the *Road Warrior* films, Full Throttle is a dark, movie-style adventure set in the hellish world of motorcycle gangs who rule a desolate future. You're Ben, leader of the Polecats, who is framed for the murder of the last maker of the massive motorcycles that dominate the landscape. You must find the true killer, clear your name, and keep the bike company in business. Filled with territorial clashes between the Polecats, Rottweilers, and Vultures, Full Throttle relies on 3-D animation of more than a dozen vehicles to blend realistic action into a surrealistic setting. When it ships this year, Full Throttle will even include a screen saver designed to display these slick vehicles when you're not playing the game. (LucasArts; 800-782-7927; CD for DOS, not yet priced)

Our hero blasts into his high-speed adventure.



Some of Full Throttle's highly realized vehicles: a semitruck headin' out on the highway (above); a Rottweiler bike (top); and a Polecat special (right).

IMAGES COURTESY OF LUCASARTS

FOR KIDS

# upstart

## Mario and Harry Move Into Carmen's World.

If imitation is the sincerest form of flattery, then Carmen Sandiego must be blushing in her trench coat. The world is no longer her private playground. Carmen's turf has been invaded by other educational globetrotters—a couple of plumbers from Brooklyn and a crusading newspaper editor.

No wonder. As she closes in on her tenth anniversary, Carmen has become a software legend in her own time. In an industry where characters are often licensed from movies or TV, Carmen is one of the few crossover artists who came from the software side. These days, kids are catching Carmen's act on everything from a PBS television series and a Saturday morning cartoon show to board games, books, and even lunch boxes. And Brøderbund Software is raking in the royalties.

Which is why we now have a whole category for geographical detective software. Hot on Carmen's trail are none other than the Super Mario Brothers, in Mario is Missing! from The Software Toolworks, and a not-so-famous newspaper editor in Headline Harry and the Great Paper Race from Davidson & Associates. While both products are obviously derived from Carmen Sandiego, each contributes game-play elements that add to the fun. And all three offer high-quality educational content and multimedia production values.

Each program is a variation on the same theme. Kids play the role of either a detective or a reporter who has to track down information by traveling to different locales around the world or in the U.S. In each case, the kids are up against bad guys trying to foil the investigation. Equipped with virtual versions of a portable phone and notebook computer, players gather and analyze data. They gain points and advance a level by completing their assignment.

Mario Is Missing! will appeal to younger kids who can't get enough of the Super Mario Brothers.

### Hair-dryer Alert

In Mario is Missing! CD Deluxe kids play the less-famous Super Mario brother, Luigi, as he tries to rescue his kidnapped brother and thwart a plan by the diabolical Bowser to import hair dryers to Antarctica to melt the polar ice cap. To foil the evil plot, youthful explorers travel to cities on every continent to recover famous artifacts and landmarks that Bowser's agents, an irrepressible group of turtles known as Koopas, have stolen. The characters, with

By Dan Ruby

ILLUSTRATION BY RUSS WILLMS

# sleuths

their silly dialogue and animations, are quite appealing, especially to kids already caught up in the Mario mystique.

Besides the fun characters, Mario offers several other attractions. For one, kids spend more time in each location than they do when they play the other games. With Carmen or Harry, players are constantly on the move, picking up clues but hardly stopping to get to know any one place. With Mario is Missing! they stay for a while, wandering around the streets of the city, looking at the sights, and navigating with a realistic map.

Also, the geographical knowledge is better integrated into the game. When kids are ready to return a missing artifact, they have to read an informational brochure and answer a few questions about the landmark. For example, if they visit Rome in the game, they really get to know something about the Colosseum and the Sistine Chapel. With Carmen, they might see a picture and read a short blurb about the Spanish Steps, but they won't feel like they've really visited.

Mario is Missing! also comes on floppy disk, but it lacks the bells and whistles of the CD version and has fewer cities to explore. (The Software Toolworks; 800-234-3088; DOS/Mac, $59.95; CD for DOS/Mac, $69.95)

## History in the Making

Headline Harry and the Great Paper Race shares Carmen's frenetic pace, but it adds a new dimension with rich historical information. Your child plays a reporter for the U.S. Daily Star who needs to collect enough information to file a story about a recent event in American history.

Each assignment takes your kids to a region of the United States, where they discover clues related to three breaking news events. Of course, only one is of interest to the story, but players don't know which one. For example, a reporter covering the eruption of Mt. St. Helens might learn more than he or she wants to know about the mystery of skyjacker D. B. Cooper.

As players move from city to city, they interview citizens, listen to the radio, read quotes from eyewitnesses, and check reference materials. The clues they need to finish the article—the date, place, people, and key words about the event—may be anywhere. If they're smart, talented, and lucky, they'll file their story before rivals from another paper beat them to it.

You won't find full-motion video here, but Headline Harry doesn't need it.

Along the way, kids can't help learning all kinds of things about important and not-so-important historical events—including the Beatles' appearance on "The Ed Sullivan Show," Barney Clark's heart transplant, and Rosie Ruiz's subway-aided victory in the Boston Marathon. The information is rich enough to be entertaining to adults while still accessible to historically minded kids. Unlike the "deluxe" and "enhanced" CD versions of Mario and Carmen, Harry lacks video, but it's still a great trip. (Davidson & Associates; 800-545-7677; DOS/Mac, $59.95)

FOR KIDS

## Multimedia Makeover

With Mario and Harry breathing down her neck, the venerable Carmen Sandiego, who started all this geographic sleuthing, gets a makeover in Where in the World Is Carmen Sandiego Deluxe and Where in the U.S.A. Is Carmen Sandiego Deluxe editions. Most of the updating is cosmetic, with a spiffier interface and added animations, sound tracks, and full-motion video. There are also more countries, villains, and clues. And Brøderbund now includes a copy of the *King Fisher Reference Atlas* in the box. (There's also a Junior Detective Edition on the way from Brøderbund—see "Carmen Jr.," at right.)

**Video adds new life to the deluxe versions of Where in the World Is Carmen Sandiego and Where in the U.S.A. Is Carmen Sandiego.**

The basic game is unchanged. Kids play a private eye from the Acme Detective Agency, hot on the trail of the infamous villain Carmen Sandiego and her cronies. They dart from city to city trying to solve cases and collect enough evidence to determine which of Carmen's henchmen did the deed this time. Then they obtain a warrant and finish tracking down the criminal.

The best thing about the deluxe versions of Carmen is the clever technique of superimposing cartoon animations on photographs of the location. The game itself starts to become routine on repeated plays, and the geographical information is less integral to the game than in the other two programs.

Even if she is a little long in the tooth, Carmen remains challenging and entertaining—and she still owns the franchise for geographical software for kids. (Brøderbund Software; 800-521-6263; CD for DOS/Mac, $59.95)

Parents can feel good about any of these , but we recommend Mario is Missing! for younger geographers and Headline Harry for slightly older budding historians.

### carmen jr.

Carmen Sandiego has been a hit with kids of all ages, even though the geographic titles she stars in are intended for kids 9 and up. But this month Brøderbund will release a Carmen game especially for the younger set. Where In the World Is Carmen Sandiego Junior Detective Edition is a scaled-down version of the original for kids 5 to 8. It teaches geography and develops memory and matching skills.

Kids are still on the trail of Carmen and her cronies, but the junior version of the program sports a simpler interface and game play. For example, players get visual clues instead of text ones, adventures are limited to a single region of the world at one time (instead of criss-crossing the globe), and kids don't have a time limit in which to solve the caper, as in the standard versions. (Brøderbund Software; 800-521-6263; CD for Windows/Mac, street price approximately $40)

*—Christine Grech*

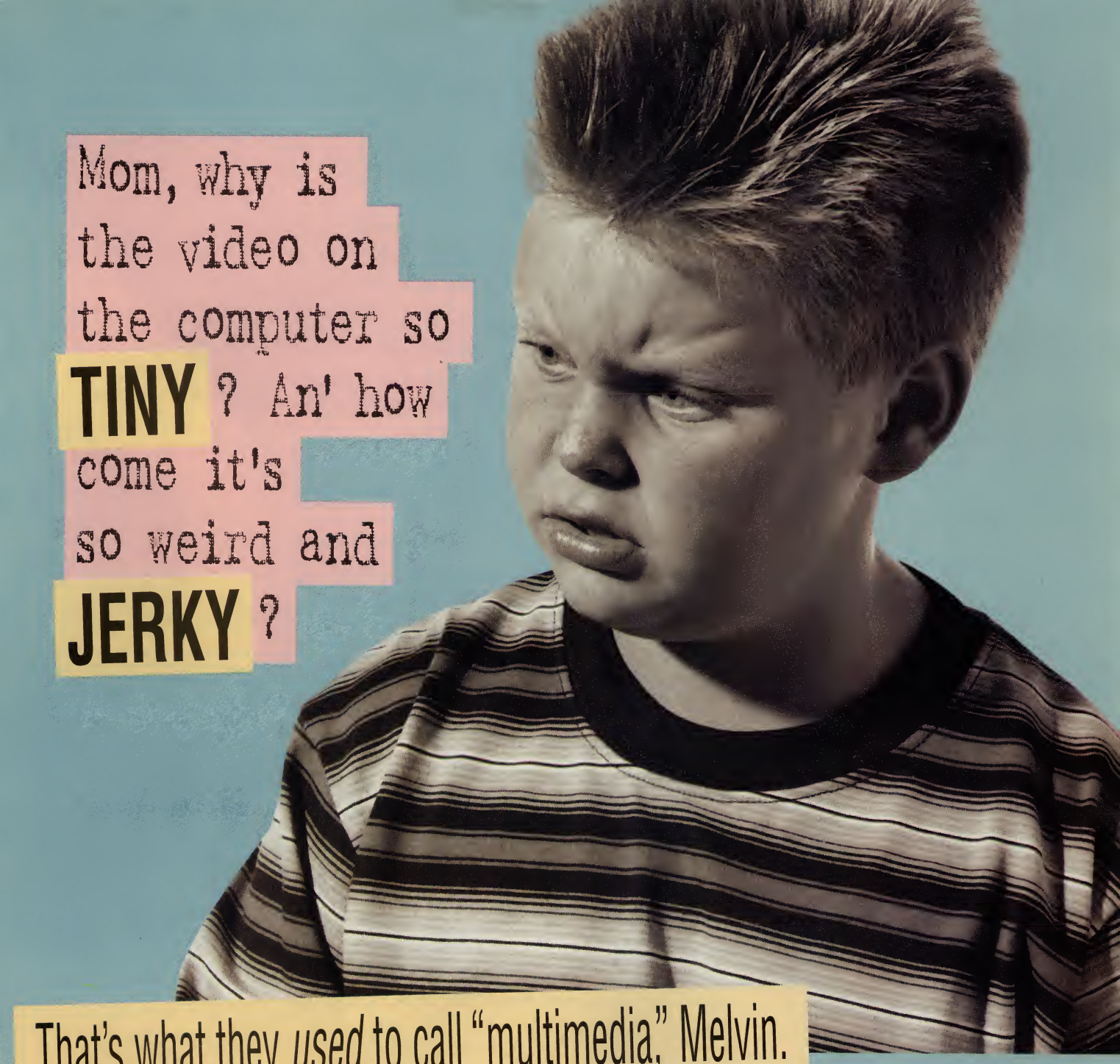
Advertisement

Imagine an epic CD-ROM. take 13 billion years of history, 2,000 hilarious animations, 17 powerful 3D games, 350 pieces of original music, all the history you never learned in school, and what have you got?

"The first shot to the end of history teaching as we know it"

*Kevin Kelly, Executive Editor*
WIRED™

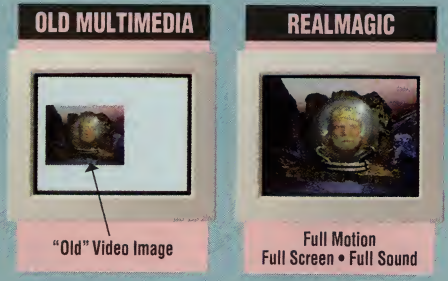
PUTNAM NEW MEDIA




# That's what they *used* to call "multimedia," Melvin.

RealMagic™ is multimedia now! Add the RealMagic card to your system for the incredible realism of smooth screen-filling, full-motion video and 16-bit audio. MPEG is the powerful new digital video and audio standard that puts the "real" in RealMagic.

Enter the exciting new world of interactive MPEG CD-ROMs including movies, games, educational titles, music videos and more. RealMagic is available as an MPEG playback card or a complete multimedia upgrade kit. Anything less is history. Get RealMagic and get real multimedia.




For the store near you or more information on RealMagic, call
**1-800-845-8086**

RealMagic is available at:
COMPUSA THE COMPUTER SUPERSTORE
COMPUTER City SUPERCENTER

© 1994 Sigma Designs, Inc. The Sigma Designs' logo is a registered trademark, and RealMagic and ReelMagic are trademarks of Sigma Designs, Inc. All other brand and product names are property of their respective owners.

SIGMA DESIGNS

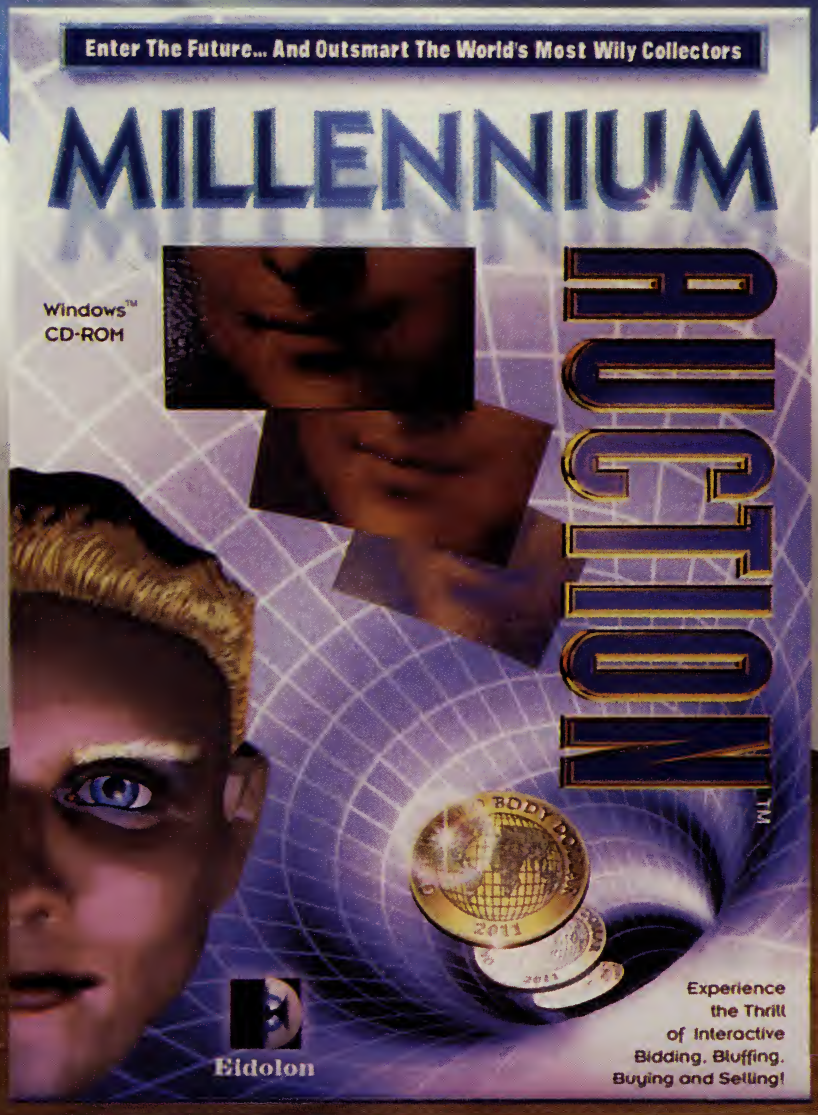
REALmagic
As Big As It Gets

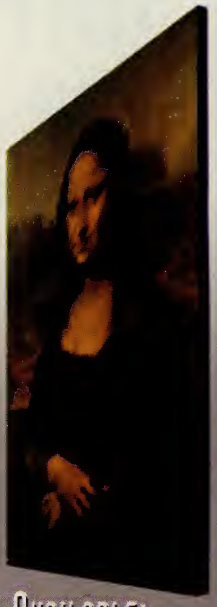
# DO YOU HAVE THE GUTS TO PLAY WITH THE BIG BOYS?

THE YEAR IS 2011. YOU'RE ABOUT TO OUTBID THREE FOREIGN INVESTORS FOR A VAN GOGH AND MAKE A MILLION DOLLAR KILLING...

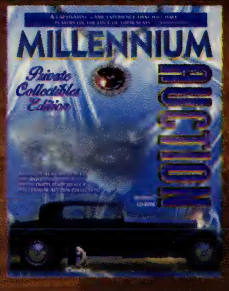
TOO BAD IT'S JUST A GAME.

2 CD'S FOR WINDOWS



ALSO AVAILABLE:
THE PRIVATE COLLECTIBLES EDITION.
ENRICH THE EXPERIENCE WITH 60 ADDITIONAL INTIMATE OBJETS D' ART.



"WHERE SOHO MEETS WALL STREET MEETS STAR TREK"
THE VILLAGE VOICE

NOW AVAILABLE AT A SOFTWARE DEALER NEAR YOU.

Eidolon

Millennium Auction is a trademark of Eidolon, Inc. ©1994 All Rights Reserved Windows is a trademark of Microsoft Corp. Mona Lisa: Scala/Art Resource, NY

# PC GAMES

## Plus Macintosh, 3DO, CD-i, and Sega CD Games

### WHAT'S INSIDE


74 **Game News**

**Game of the Month**

76 TIE Fighter

**Role-Playing Games**

78 Superhero League of Hoboken

**Virtual Worlds**

80 Microsoft Space Simulator

82 Robinson's Requiem

**Strategy Games**

84 Star Reach

**Simulation Games**

86 Outpost

88 Lords of the Realm

**Brain Drain**

90 Lode Runner: The Legend Returns

92 DoubleTalk

94 BreakThru!

**Action Games**

96 Evasive Action

98 Way of the Warrior

100 Shock Wave Invasion Earth: 2019

**Sports Games**

102 Hi-Tech Hoop

104 Soccer: The Real Football

110 International Tennis Open

# 3DO Looks Ahead

## Insider Info: PC Mortal Kombat Fatalities

**Johnny Cage** Toward, Toward, Toward, High Punch. (Must be within striking distance.)

**Kano** Back, Down, Toward, Low Punch. (Must be within striking distance.)

**Rayden** Toward, Toward, Back, Back, Back, High Punch. (Must be within striking distance.)

**Liu Kang** Hold Block, Toward, Down, Away, Up, Toward, Down.

**Scorpion** Hold Block, Up, Up. (Perform from two moves away, one move closer than uppercut.)

**Sub-Zero** Toward, Down, Toward, High Punch. (Must be within striking distance.)

**Sonya Blade** Back, Back, Toward, Toward, Block.

Don't lose your head.

Struggling 3DO has announced plans for lower prices, better distribution, and a 1995 M2 Accelerator PowerPC upgrade. But the real key to its sucess is the crop of new games now being developed.

Fight fans are already gearing up for **Way of the Warrior** from Universal Interactive. The fighting game features oversize characters with dozens of individual moves. For a closer look, see review on page 98.

If that's not enough, Matsushita Consumer Electronics is adapting **Super Street Fighter II Turbo** for 3DO. The new version includes 16 characters and a new, more powerful enemy.

The new Panasonic Software Company is supporting its 3DO Multiplayer with a set of new titles. Developed by Packin Video, **Burning Soldier** puts you in the cockpit of a strike fighter through 18 battles with the alien Kaisertian space fleet. **Guardian War** uses lovable animated characters to focus on problem solving and teamwork. **Real Pinball** brings depth and perspective to electronic pinball games. And **True Golf Classics: Waialae Country Club** adds the Hawaiian course to the earlier Pebble Beach Golf Links.

More good news for 3DO duffers: U.S. Gold is working on **World Cup Golf, Dorado Beach,** which adds the excitement of national team competition.

Teamwork is the key to sucess in Guardian War.

Meanwhile, Crystal Dynamics hopes **Gex,** a smart-mouthed gecko, will help platform games appeal to a slightly more mature audience.

3DO pilots can look forward to **VR Stalker,** developed by Morpheus Interactive and published by American Laser Games. You fly a variety of aircraft to fight off a huge attack on America—state by state.

American Laser Games is also readying **Mad Dog II: The Lost Gold.** The sequel to Mad Dog McCree includes a choice of guides, a variety of trails, and the longest interactive battle ever filmed.

RunAndGun is serving up **Duelin' Firemen,** a Kentucky-fried battle of the bands in the midst of the Chicago fire of 1995. You'll play blistering bluegrass and choreograph two-steps in this literal barn burner.

## Scouting Report

### Gaming News You Can Use

For the serious military-sim player, The Software Toolworks is about to release U.S.S. Ticonderoga: Defender of Liberty, a tactical naval sim that takes you around the globe to defend U.S. interests. Ground warfare aficionados may be more interested in Panzer General from Strategic Simulations, in which you play the role of a German general in Poland in 1939.

If you'd rather deal in more fanciful battles, you have plenty of options. Impressions is slated to release Frontlines, a war game in which you control armies of tanks, missiles, and infantry, and Breach 3, a futuristic strategy/combat game in which you command a squad of Federated Worlds Special Forces against the United Democratic Planets. Cannon Fodder, from Virgin Interactive, takes you and your recruits through 24 missions around the world in regions ranging from steamy jungles to the frozen Arctic.

Command forces against the United Democratic Planets in Breach 3.

Fantasy fans will be interested in Warcraft: Orcs & Humans, from Blizzard Entertainment. You control either Orcs or Humans in their battle for economic and military domination. Meanwhile, Master of Magic from MicroProse has you conquering dozens of worlds and "planes of existence" via diplomacy, subterfuge, and raw magical power.

On the historical menu, Sid Meier's Colonization, also from MicroProse, takes you on a historical trip from the 16th to the 19th century as you attempt to colonize the New World and eventually win freedom from the old country. If you're lucky enough to have a network at your disposal, The Software Toolworks, Legions lets you compete with as

Video games use letter-based ratings.

# Ratings Duel

Ever since the U.S. Senate's Government Affairs Committee called for voluntary ratings on all computer and video games, you've probably noticed an array of rating logos and descriptions on boxes, ads, and store displays. If you're wondering who's responsible, you're not alone.

Most computer games run hot and cold.

Back in July, computer game makers balked at a rating system created by the Entertainment Software Rating Board (ESRB), a spin-off of the Interactive Digital Software Association (IDSA), which represents the likes of Sega, Nintendo, and Electronic Arts. To satisfy computer-game developers uncomfortable with a system controlled by the video-game-dominated IDSA, the Software Publishers Association and the Association of Shareware Professionals formed the Recreational Software Advisory Council (RSAC). The RSAC implemented a separate rating system based on three categories: violence, nudity/sex, and language.

Only benign aggression is allowed.

## RSAC Ratings

The RSAC's rating system combines a content icon, a thermometer rating from one to four—one is mild, four is wild—and a content statement.

Violent games are branded with a bomb. A thermometer rating of two for violence might be coupled with the description, "destruction of living things including humans, some blood." A game with a four-degree temperature could include an advisory like "wanton or gratuitous violence, torture, sex crimes."

Titles with nudity and sex are marked by an eye peeping through a closed hand. At level one, the statement might read, "revealing attire, passionate kissing," while a level-four statement could say "full frontal nudity, explicit sexual activity, sex crimes."

Foul language gets an exclamation point. A level-two descriptor for language might read, "moderate expletives, nonsexual anatomical references." At high fever levels, you'll find "four-letter words."

So what can you buy without feeling like a deviant or a pervert? You'll find the leftovers in "All—suitable for all audiences." These titles include "benign aggression, with some damage to non living things."

## ESRB Ratings

On the video-game side, the ESRB organizes games into five age groups (Early Childhood to Adults Only) and uses letter abbreviations with short descriptions rather than picture icons. You might find:

**EC: Early Childhood** (ages 3+)—reading skills, fine motor skills, or higher level thinking skills. These are for little kids and adults who think Barney is neat.

**K-A: Kids to Adults** (ages 6+)—mild animated violence, comic mischief, animated violence—your basic Saturday-morning cartoon.

**T: Teens** (ages 13+)—realistic violence, suggestive sexual themes, mild profanity, gambling—content veers into "NYPD Blue" territory.

**M: Mature** (ages 17+)—animated blood and gore, realistic blood and gore, mature sexual themes, profanity. These are the games your mother is afraid you play.

**AO: Adults Only** (ages 18+)—strong sexual content. Your mother doesn't know these games exist.

*—Bill Meyer*

## Game Ratings Key

**Games are rated from 1 to 5 in four categories. A rating of 1 means it couldn't be much worse, and a 5 means it doesn't get any better.**

**Game Play: A high score says this game will keep you coming back for more.**

**Getting Started: The game loses points if you'll spend more time reading manuals and learning commands than playing.**

**Graphics: Image isn't everything, but hot graphics can make even mediocre games worth a second look.**

**Value: The higher this rating, the better you can feel about pulling out your wallet.**

**If you see our bug, you might notice them in the game, too.**

**Hints and tips to help you get started or keep you going in the tough spots.**

**"Undocumented" tricks that help tame killer titles.**

**This lists a game's minimum system requirements, including processor, memory, and video needs.**

Mark Hamill stars in Wing Commander III.

many as 20 other human opponents in ten historical military situations.

■

The folks at Intel say that the Pentium processor will make your Formula One car burn serious rubber, your space simulation reach hyperspeed, and your adventure game display cinematics without a glitch. Game companies must believe that the masses are catching on because they're developing with Pentium power in mind. Expect to tear up the fast lane in **NASCAR Racing** from Papyrus at the wheel of a Pentium, and put the pedal to the metal in **Full Throttle** from LucasArts. **Dark Forces**, LucasArts' new first-person-perspective shooter, also gets a lift from the Pentium, so look out for faster and meaner stormtroopers. **Under a Killing Moon** from Access Software, with its high-end graphics, cinematics, and digitized star power, needs the Pentium push to prove that the interactive movie is a real contender. **Wing Commander III** from Origin—starring Mark Hamill—uses Pentium number crunchers to further interstellar conflict and reduce load times. Also expect **Flight Unlimited** from Looking Glass to take realism and graphics to new heights on Pentium-based machines.

GAME OF THE MONTH

DOS

# TIE Fighter

By Vox Day

The cinematic sequences look as if they were lifted right from the movies.

*As the orchestral theme deepens, a seven-foot-tall, black-cloaked figure steps out of his shuttle to loom over the assembled officers like a cybernetic angel of death. Even haughty admirals of the Imperial Navy quail before their own reflections in the metallic orbs of the Dark Lord. As you stand at attention in the back of the room, you fervently pray that Lord Vader does not deign to notice the Empire's newest TIE pilot.*

TIE Fighter is LucasArts' sequel to last year's space-combat smash hit X-Wing. As its name implies, TIE Fighter gives you the chance to wear black and play with the bad guys for a change. Like its predecessor, TIE Fighter puts you in the cockpit of a high-performance starfighter. Only this time, you're flying for the Imperials against the Rebel Alliance and other scum who threaten the peace and stability of the Empire.

Fortunately, TIE Fighter is more than just X-Wing turned upside-down. The game has a much bigger feel, with complicated multistep missions that can take as long as 30 or 40 minutes to complete. The graphics are still polygon based, but they look better thanks to Gouraud shading, and the game's digital audio effects sound exactly like they do in the movies. The animated sequences are also well done, and the missions themselves are tied together into a sequence that flows smoothly and even has a pretty good plot.

Like X-Wing, TIE Fighter consists of a pilot-training course, a simulated combat chamber with 24 training missions, and an in-flight camera to capture your heroics when you fly the 36 missions that make up the heart of the game. In addition to advancing your career by following orders, you can also move up within the political circle of the Emperor's Secret Order, which isn't very secret or political at all but does serve to complicate each mission and make the game more difficult.

As an Imperial pilot, you'd expect to fly the standard TIE fighters, bombers, and interceptors, but you're also given the opportunity to pilot assault gunboats and a brace of new TIEs designed by none other than the Dark Lord himself. It's a good thing too, because LucasArts didn't cheat by making it harder to kill TIEs in this game than it is in X-Wing. One solid laser hit and it's space-debris city, especially if you're in one of the lightly

armored models. Keep your shields up—if you have them.

The battles in TIE Fighter take place on a much larger scale than before, with as many as 40 ships in action during a single mission. It gets pretty hairy when you're making a torpedo run straight into the guns of a Calamari cruiser with not one, but four, Z-95 Headhunters on your tail. Fortunately, your Imperial wingmen are much better pilots than their X-Wing counterparts, and you can usually count on them to tally at least 50 percent of the Empire's kills on each mission.

**Admiral Zaarin and Darth Vader inspect the Dark Lord's latest spaceship design.**

But don't get cocky just because the numbers are on your side. Thanks to the lukewarm loyalties of some alien scientists and the treachery of foolhardy soldiers who should know better than to betray the Emperor, the Rebels are better equipped and more dangerous than ever before.

Two big complaints about X-Wing were the lack of flexibility in mission completion and the extreme difficulty of certain missions. It was frustrating to destroy 14 out of 15 targets only to have the mission judged a failure, and few who flew for the Alliance will ever forget the dreaded "Disable the Transport" mission. You'll be pleased to know that both of these issues have been successfully addressed in TIE Fighter.

Each mission now has a set of primary, secondary, and bonus goals. Pilots on the fast-track need only achieve the primary goals to move on to the next mission. Those looking to maximize their scores can go for the whole enchilada. The Combat Chamber lets you replay any of the regular missions you've completed. You can also reset the difficulty setting to easy, medium, or hard to match your skill level. Keep in mind that you increase your score by 25 percent in hard-mode play and that the easy setting costs you a quarter of your points.

One thing X-Wing veterans should note is that the old Wotan Weave has gone the way of the dinosaur and the lead projectile. You can no longer fire and move about while your ship is in a spin, which in my opinion is a good thing since the Weave made things just a bit too easy.

Compensation comes in the ability to match speeds with your target using the Enter key, which works well as long as you remember to keep hitting it as your target changes speeds. You may as well forget the skill rating too, since it maxes out at 65,535, which is not at all difficult to reach. Kills, hit percentages, and total scores are much more precise ways to judge your achievements.

The upshot is that TIE Fighter is a worthy heir to the X-Wing legacy and a wonderful addition to the *Star Wars* universe. About the only thing lacking here is some sort of head-to-head option, perhaps in modem or network form. George, are you listening? (LucasArts; 800-782-7927; DOS, $63.95)

**X-Wing Gold 2 is forced to break off an attack on Alpha 2's wingleader.**

**Fifty hours and 296 kills later, you've restored peace and order to the Empire.**

| | |
|---|---|
| GAME PLAY: | ★★★★★ |
| GETTING STARTED: | ★★★ |
| GRAPHICS: | ★★★★ |
| VALUE: | ★★★★ |

**Improved graphics, great game play, and a compelling storyline make TIE Fighter a fitting successor to X-Wing.**

**☞ If you're leading a wing against a Capital ship, target the nearest enemy fighter and hit Shift-A to direct your wingmen against it. That keeps the fighter occupied and preserves your wingmen until you can weaken the Capital ship's defenses. Otherwise, your compatriots usually get blown away during their approach. ☞ Just can't seem to get past a mission? Switch out to the options menu and reduce the difficulty setting. Just remember that you won't earn as many points. ☞ If you have time, divert engine and laser power to your shields (if you have them) before you face enemy fire. You start out each mission with the shields at half capacity.**

PSST!

**386/33, 2MB RAM, DOS 5.0, VGA, joystick**

# Superhero League of Hoboken

By Paul Hyman

Superheroes who can bend steel beams and leap tall buildings are a dime a dozen. But no one in comicdom is anything like the members of the Superhero League of Hoboken, a new game from Legend Entertainment.

The Lunch Room is where you assemble your team.

The League's members include Tropical Oil Man, who can raise the cholesterol levels of his enemies, and Mademoiselle Pepperoni, who can see inside pizza boxes without opening them. Then there's Captain Excitement, whose aura of lethargy and dullness can put opponents to sleep instantly. Unfortunately, it appears the Captain also had a hand in designing this over-the-top adventure/role-playing game, which features a great premise but little else.

Players take on the guise of The Crimson Tape, the head of the Superhero League who got the job because of his ability to create great organizational charts. Only by successfully completing the missions assigned by the Commissioner of Superhero Leagues will Crimson and his merry band advance in rank and prestige. Their ultimate goal is to defeat the evil Dr. Entropy, a villain who is determined to bring civilization to its knees.

But success doesn't come easily in New Jersey, where Superhero League takes place—there are 31 missions to complete, and Crimson's crew must prove itself even more powerful than the renowned Superhero Leagues of Camden, Altoona, and Kennebunkport.

Superhero League can be clever, with villains like King Kong Salmon, who returns every year to the top of the Empire State Building to spawn. But most of the humor is on the level of another baddie known as Beaneater, who blasts his foes away with—well, I don't need to explain it, do I?

Sophomoric jokes aside, Superhero League's worst sin is that it really isn't as much fun as it sounds. While the missions are as varied as stopping hordes of rabid sheep and defusing cheesy limburger bombs, solving them depends mostly on guesswork. How, for example, should the League destroy a cache of jalapeño peppers before it infiltrates the local water table? Through trial and error, the mighty crusaders learn they must go to a Newark warehouse and eat the peppers. Sounds logical, but to complete the mission, the League must also take a rag from the warehouse. Why? Because in the second mission they'll need that rag to wipe up sheep drool. Most gamers will figure that out, right? Give me a break!

A variety of evil, and sometimes funny, nasties await you.

While occasional combat with bands of nasties breaks up the monotony, each mission ends with a whimper, not a bang. That's because there's no way to determine if a mission is over unless you trek all the way back to headquarters to see if it has been marked "complete." And what's so bad about 31 round trips to Hoboken? Hey, have you ever *been* to Hoboken? (Legend Entertainment; 800-658-8891; DOS, $59.95)

**PSST!**

**☞ Missions need to be completed in order. On Level 1, the order is amber, ruby, emerald, sapphire, and topaz. ☞ When deciding the arrangement of the superheroes in your league, be sure to position the ones with the greatest combat skills to the left. They fight first and can weaken your enemies.**

**☞ When all else fails in combat, run! You may lose some money or a weapon or two, but at least you'll live to fight another day. ☞ Don't avoid combat, though. There's a bonus for cleaning up every opponent in a sector, and you gain experience points too. But save and save often—death can come quickly, and being sent back to Hoboken to start anew is frustrating.**

**386/20, 2MB RAM, DOS 5.0, VGA, mouse**

| | |
|---|---|
| GAME PLAY: | 2 2 |
| GETTING STARTED: | 2 2 2 |
| GRAPHICS: | 2 2 2 |
| VALUE: | 2 2 2 |

**A clever premise and wacky humor aren't enough to make a great game. The laughs subside quickly, and all that's left is a repetitive RPG.**

# SEGA SPORTS PRESENTS

# COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP

## 32 College Teams. 1 National Champion. Settle it on the field!

### Exciting Play Modes:

- ★ Exhibition
- ★ 11 Game Regular Season
- ★ Race for #1 Ranking
- ★ National Championship Tournament

### Great Collegiate Football Features:

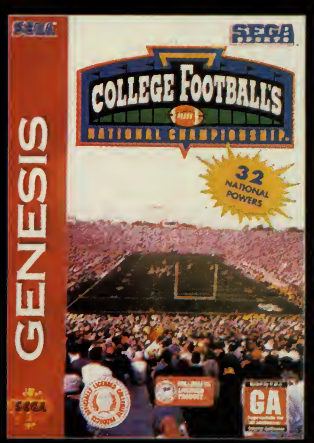
- ★ 2 Point Conversions
- ★ Wishbone/Option Offenses
- ★ College Playbooks
- ★ School Fight Songs, Logos, and Team Colors
- ★ 32 National Powers

Play the field! These are just two of the 32 collegiate powerhouses you'll meet from across the nation!

Nail 'em again! Michigan makes its move against Nebraska–and you relive it all on Instant Replay!

Race for the #1 ranking then go for gridiron glory in the National Championship Tournament!

Rev-up the rivalry when the Fighting Irish of Notre Dame take on the Trojans of USC!




SEGA SPORTS

Sega, Genesis and Sega Sports are trademarks of SEGA. The university trademarks depicted here in are owned and licensed to SEGA by the respective universities.
The Videogame Rating Council, its Rating System, symbols, and indicia are trademarks of Sega of America, Inc. ©1994 SEGA. 3335 Ardan Road, Hayward, CA 94545. All rights reserved.

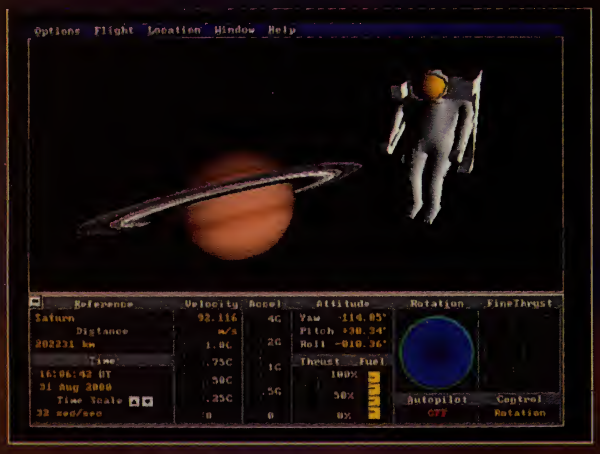
DOS

# Microsoft Space Simulator

By Joel Enos

If you've ever wanted to explore the unlimited vastness of outer space, Microsoft Space Simulator gives you the opportunity. The simulator is loaded with scenarios that range from docking and walking in space to re-creating historical missions such as flying the Apollo 17 and landing the lunar excursion module in the last manned mission to the moon.

Microsoft Flight Simulator enthusiasts will no doubt be impressed with this otherworldly addition to the line, but others may find it a bit intimidating. Precision is the key to high scores in Space Simulator. The game rates you on the gentleness and accuracy of your landing and docking techniques and is constantly monitoring your movements.




Take a space walk around Jupiter and its moons.

Like Flight Simulator, Space Simulator uses keyboard, mouse, and/or joystick controls. Beginners can get automated assistance from the Autopilot and Docking features, while advanced pilots should check out the Free Flight option, which lets you choose your destination and take off on a solo adventure.

Try your luck at landing a lunar excursion module.

The difficulty increases greatly in Free Flight, but so does the sense of accomplishment. Free Flight also lets you start your mission from various parts of space, including Deep Sky (laced with options ranging from the North American nebula to Alpha Centauri) and any of the planets in our solar system.

If you prefer a land-based outlook, you can also visit observatories around the world. Instead of gliding through the stars, you can gaze at them from the ground in locales such as San Francisco, Berlin, and the North Pole. If you see something particularly interesting, you can photograph it with the built-in camera. Recording videos of your mission is just as easy, so you can save your greatest accomplishments for posterity.

You can save games at any time, so you never have to abort a mission midway through. This feature is also a blessing for inexperienced astronauts who may need to stop playing long enough to wade through the 221-page *Star Pilot's Guide* for assistance.

The awesome graphics and complex controls make Microsoft Space Simulator an engrossing challenge best suited to the serious virtual astronaut. Unlike many space-combat games, Space Simulator accurately replicates the difficulties of zero-gravity navigation.

Mastering zero-gravity navigation is a must for space travel.

If you're not well versed in the physics of space travel, be prepared to dig through the exhaustive manual for instructions. Otherwise you'll only get frustrated taking pictures of deep space and repeatedly crashing Apollo 17 into the lunar surface. (Microsoft; 800-426-9400; DOS, $64.95)

| | |
|---|---|
| GAME PLAY: | 4 |
| GETTING STARTED: | 2 |
| GRAPHICS: | 5 |
| VALUE: | 4 |

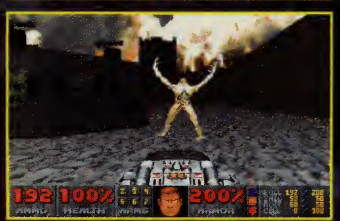
**This game packs exciting space missions loaded with great graphics—and a manual loaded with lots of text. But if you're willing to put in the prep time, Microsoft Space Simulator is quite a trip.**

**386/25, 550KB RAM, MS-DOS 5.0, VGA, mouse**

# DOOM II

TM

On CD-ROM and 3.5" disks for IBM & Compatibles.



## Hell on Earth is here. Rejoice.

In the annals of computer entertainment, there's no game that had the rave following quite like DOOM.

There's also no game that's quite as breathlessly awaited as its sequel.

Well, go ahead and suck in some air. Because *DOOM II: Hell on Earth* is here! And because it'll be a cold day in hell before you can breathe easily again once you start playing DOOM II.

This time, you'll wage war against the entire forces of Hell. Bigger, nastier, deadlier demons and monsters. More powerful weapons. More mind-blowing explosions and more of the bloodiest, fiercest, most awesome action-packed blastfest you've ever experienced!

If you've played DOOM, stop reading and haul ass to the nearest game store *now*. If you haven't, we can only say (respectfully, of course): Go to hell.

id SOFTWARE

GT Interactive Software

*Visit your local software retailer today, or call 1-800-362-9400.*

DOOM, the DOOM II logo and the DOOM likeness are trademarks of id Software. All rights reserved. Developed by id Software. Distributed by GT Interactive Software. ©1994 GT Interactive Software. All rights reserved.

# Robinson's Requiem

By Christopher Lindquist

DOS

Robinson's Requiem is the ultimate computer game for hypochondriacs.

Hypochondriacs rejoice! Finally, there's a game in which all the water needs to be purified, every scratch can become infected, and each queasy feeling is the onset of a fatal illness. Welcome to the world of Robinson's Requiem.

Trapped by your government on a distant planet, you must fight a desperate battle against everything—disease, the elements, flora, fauna, robots, even other humans—as you try to find a way out of this hellhole and back to Earth. That's no small task, even on the game's easiest setting.

Pick the right tool for the job.

Requiem's depth is impressive. Fortunately, the mouse-based interface is clever enough to make digesting all the necessary info fairly manageable. An Automap icon shows you where you are and where you've been. The Computer icon gives you detailed information about your physical well-being, including temperature, blood pressure, thirst, and hunger.

Be careful: Fight doesn't always make right.

Click on the First-Aid button to scan and treat your body for infections, broken bones, and other ailments. With Use and Tool icons, you can build and operate a variety of handy implements—fishing poles, arrows, and torches—from materials you find on the planet. Other icons put you to sleep and manage your food, clothing, and other inventory items.

The simple interface is a blessing because Requiem places a premium on avoiding mistakes. Want to go see the pretty scenery on the other side of those rocks? OK, but keep in mind that a twisted ankle out here can mean the difference between living and dying. As a result, there's a sense of foreboding from the outset. You'll find yourself swearing under your breath as you search for water before you die of dehydration or as you set a leg broken after a fall down a cliff. Just surviving another day feels like a victory.

There's no doubt that the game is involving, but it can be frustrating, too. Identifying terrain as safe or impassable can be difficult, so you spend quite a bit of time bumping into hillsides, then backing up to get around them. Be careful—if you forget to do something critical early in the game, it may come back to haunt you. Sure, real life can be like that, too, but it sure is annoying 15 hours into a game.

Requiem's graphics are interesting, if a bit drab. Grays, greens, and browns dominate the landscape—and the characters. As you move, the world seems to roll toward you in the view screen. It's attractive, if not terribly realistic. Unfortunately, the characters you encounter tend to be blocky and undefined, though certain dream sequences look quite nice. It's too bad the rest of the graphics aren't as slick.

If you have the patience, Requiem's stylized survival-of-the-fittest adventuring can be an intriguing way to spend some time. (ReadySoft; 905-475-4801; DOS, $59.95; Mac/3DO/CD for DOS; not yet priced)

| | |
|---|---|
| GAME PLAY: | ²² ²² ²² |
| GETTING STARTED: | ²² ²² ²² |
| GRAPHICS: | ²² ²² ²² |
| VALUE: | ²² ²² ²² |

**A must-have for the virtual survivalist, a could-have for everyone else.**

**Psst!**

**☞ Learning to crawl is crucial to staying alive. ☞ The best fights can be the ones you avoid. ☞ Don't be afraid to try to combine the things you have on hand. You never know what that innocuous lump of resin or homely twig might be good for. ☞ Watch your weight: You're better off picking up easily found items such as sticks only when you need them rather than lugging them everywhere. ☞ The tyrannosaur is fierce, so you'll need a bright idea to stop it in its tracks while you kill it. ☞ Water, water everywhere, but think before you drink.**

**386SX, 4MB RAM, VGA, mouse, Sound Blaster**

coming fall '94

for PC CD ROM

Merit Software™
DALLAS, TX 1-800-238-4277

FUTURE VISION™

©1994 Merit Software, Dallas, Texas. ©1994 Future Visionary, Inc. Harvester is a registered trademark of Future Visionary, Inc. All Rights Reserved.

# Star Reach

By Al Giovetti

The Xanbari's logical and practical hive minds make them challenging adversaries.

The peace council of the seven races did not end on a good note. No, it concluded in a hot ball of fire that has engulfed the galaxy in a cataclysmic war.

This classic, if overused, plot forms the basis of Star Reach, Interplay's latest action/strategy game.

Design convoys with special complements of ships to make massive attacks on neighboring planets.

Players develop planets by adding facilities for ship production, planetary defense, and strip-mining, as well as life-supporting biospheres and hydroponic food factories to support a larger population. There are six planet types, which have different characteristics that affect food production, population, cash, and minerals needed to perform various operations. The real challenge comes in striking the right balance of facilities, resources, and supply routes.

The Cynod Legion warrior produces goods quickly and fights to the death in battle.

Once you've established your foothold, it's time to keep the other guys from doing the same. Winning at Star Reach means destroying your opponents' headquarters while protecting your own—and that's no mean task.

Each race has specific advantages and disadvantages in a variety of categories, such as machine production, workmanship, and breeding efficiency. The diversity of the playing field and the racial makeup of the opposition add complexity to this battle of resource management and strategic maneuvering. For example, if you bide your time too long against the Mantis-like Xanbari race, swarms of ships will overrun you.

Ten kinds of ship are available in addition to your command ship. Planetary assaults, patrol routes, supply routes, and as many as eight ship convoys that defend, attack, and colonize give players a myriad of choices to explore. You can even take a direct hand in the action by attacking and defending enemy invaders from your own ship. Best of all, the game's simple interface shields you from this complexity.

The information icons allow you to control all planetary functions.

Star Reach supports one or two players. Single players use the whole screen to play, while pairs are stuck with a split screen and cramped keyboard to share. Using two joysticks opens up some elbow room, though. Three computer components can join the fray (two in two-player mode) for a maximum of four players per game.

| | |
|---|---|
| GAME PLAY: | 2 2 2 2 2 |
| GETTING STARTED: | 2 2 2 |
| GRAPHICS: | 2 2 2 2 |
| VALUE: | 2 2 2 |

A good mix of action and strategy plus an inviting interface make Star Reach a good deal, particularly as a two-player game.

The game's 3-D graphics are light sourced and textured, but they're not perfect. The ships and planets are too small to support intricate detail. Still, the digitized speech makes things seem more real, and audible hints make game play smooth and easy.

When you combine two-player action, a vast repertoire of game options, and an accessible interface, Star Reach is well worth a look. (Interplay; 800-969-4263; DOS, not yet priced)

**☞ Cooperation pays off. Work with a partner to take out powerful computer opponents, then go after each other. Just be warned that the first person to land troops unopposed on a planet gets all the resources. ☞ You can configure the game to support any difficulty level by carefully selecting your enemies. If you want an easy game, choose weaker opponents, like the Kathodians. If you want it more difficult, choose the Cynod Legions and the Xanbari.**

PSST!

**386/20, 2MB RAM, VGA**

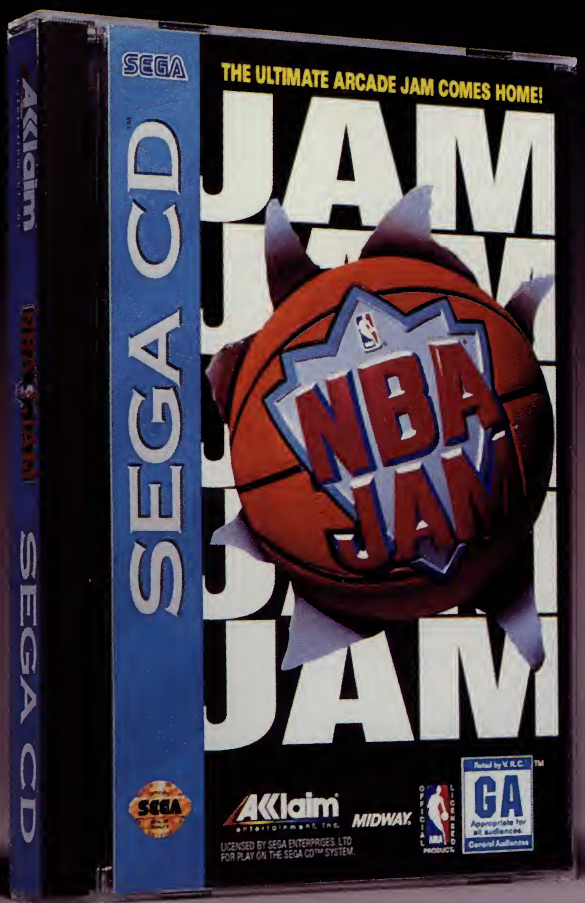
"it sizzles."
ELECTRONIC GAMES

"...this is one you gotta have!"
GAME PRO

# "the best hoops game ever created..."

ELECTRONIC GAMING MONTHLY

"The hottest video basketball game around"
GAME INFORMER




NOW ON SEGA CD™ AND GAME BOY®!

## UPDATED PLAYER ROSTERS!

OFFICIAL LICENSED PRODUCT® NBA

MIDWAY®

NBA® JAM™. Coin-Operated Video Game Software ©1993. Sub-Licensed from Midway® Manufacturing Company. All rights reserved. The NBA and individual NBA Member Team identifications depicted in this game are trademarks and copyrighted designs that are the exclusive property of NBA Properties, Inc. and the respective NBA Member Teams and may not be used without the written consent of NBA Properties, Inc. © 1994 NBA Properties, Inc. Nintendo, GAME BOY and the Official Seals are registered trademarks of Nintendo of America, Inc. © 1989 Nintendo of America, Inc. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1994 Acclaim Entertainment, Inc. All rights reserved.

Acclaim entertainment inc.

WIN
CD

# Outpost

## By John Sauer

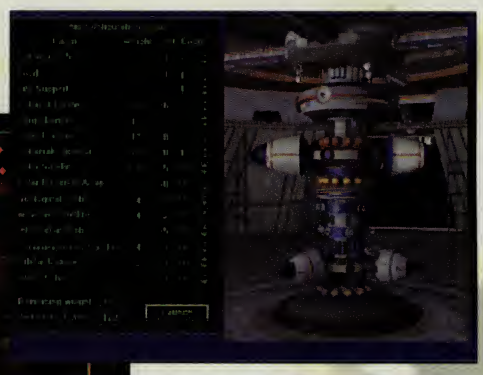
Did you say "Outhouse"? "Compost"? Oh, you must be playing Outpost, the first CD-ROM strategy game from Sierra On-Line.

Graced with cinematic elegance and wonderful sound, Outpost's stellar potential has been knocked out of orbit by a long list of faults and omissions. After all the buildup and prerelease hype Outpost received, the game itself is a letdown. Cruise the major online services and you'll find hundreds of messages from gamers with gripes about Outpost—and a few, very few, who like it. Either you love it or you hate it—and most players seem to be in the latter camp, at least until all the software fixes ship.

Though it may be tempting to move in and take over the rebel colony, their construction plan makes rehabitation difficult.

Outpost describes itself as a "realistic simulation of what it will take to build a self-contained colony on a hostile planetary surface." You play as the commander of a ship that leaves Earth just before the devastating arrival of a giant asteroid. Earth is destroyed in the collision and your colonists are humanity's last hope of survival. (Your importance to the human race just might explain why the ship's artificial intelligence addresses you as Great One.) Outpost is ironically witty and looks beautiful—the animated sequences are especially breathtaking.

As for the game itself, Outpost's design was based on NASA research, which may be part of the problem, considering NASA's exemplary record of delivering products that are past deadline, over budget—and nonfunctional. (Exactly how much did that Mars probe cost?)

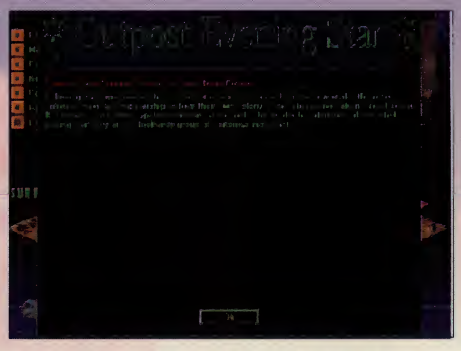


Packing your ship correctly is the key to future success. Be sure you have enough cargo landers to hold everything. And remember that rebels will take half of everything aboard your ship.

I first hit snags while watching the beautiful 10-minute-long introduction. Closing the Outpost windows activated my Windows sound program, so the story was rudely interrupted by Fred yelling "Yabba dabba doo!" The problem was easy enough to correct but it was annoying—as were occasional lockups and slowdowns.

But what really hurts Outpost is the features Sierra left out. Scan the game's README.TXT file and you'll discover that you cannot trade or establish diplomatic contact with other colonies, use roads or monorails to transport materials, or assign multiple artificial intelligence managers to keep watch over tasks at multiple colonies, even though several of these features are mentioned in the game's printed documentation. This loss of mobililty slows the game down to a snail's pace.

**Try to land in the black areas shown in the sight-picker map since this is the flattest terrain.**



**The Outpost Evening Star is a good indicator that changes are afoot in your colony. When the News Briefs icon lights up, check it out within a turn to give yourself enough time to act.**

Try to advance more rapidly, and you wind up flush out of resources. Was that NASA's idea?

Running out of resources, especially Mineral A, is the biggest problem most players will face. Without the ability to move resources faster, it's all too easy to overbuild. One trick to keeping enough minerals in stock for the smelter, especially at the medium or hard difficulty levels, is to create a factory that builds trucks. You'll never see or be able to control them, but they work in the background to transport mined minerals.

Taking over abandoned rebel colonies is frustrating, too. If you can get the rebel colony manager to work, and if you can get your colonists to inhabit the colony, you'll find that the original rebels couldn't build to save their lives. You're better off leaving it. Heck, they did!

To be fair, NASA technowiz and designer Bruce Balfour has created a fairly detailed hint sheet that can be downloaded from online services such as America Online. The document contains enough information to give you a good fighting chance at winning the game.

Sierra has promised free patches for the omitted features at some point in the future. The company will post them on its product-support bulletin boards and send them free to registered Outpost owners. The corrections and additions should make the game much more playable without diminishing the challenge. New add-ons are promised as well.

The bottom line on Outpost is that it is extremely difficult and frustrating—by design and by lack of design. Sierra touts the game as "building mankind's future in space," but the company should have stuck to its original slogan, "Every day you survive is a victory." (Sierra On-Line; 800-757-7707; Windows, $49.95; CD for Windows, $54.95)

**When selecting your destination planet, look for the highest habitable index you can find. Delta Pavonis is a good bet.**

**PSST!** ☞ **Make your first priorities shelter and food.** ☞ **You'll need a smelter, a mine, storage tanks, and a warehouse up and running when the seed factory collapses—after about 150 turns. Have a SPEW recycling center built by then so you can recycle and create MPG (Multi-Purpose Goo). If you bulldoze your colonist and cargo landers, you can also recycle their materials for an added building burst.** ☞ **A park or recreation center will go a long way in boosting morale, as will a red-light district.** ☞ **Don't go crazy connecting everything with tubes. They require a unit of Mineral A each.**

**CHEAT**

**If you've given up and are about to cut your throat with the sharpened edge of your Outpost disc, press Ctrl-F11 to get unlimited resources.**

**386/25, 4MB RAM, MS-DOS 5.0, Windows 3.1**

GAME PLAY: ²² ²²

GETTING STARTED: ²²

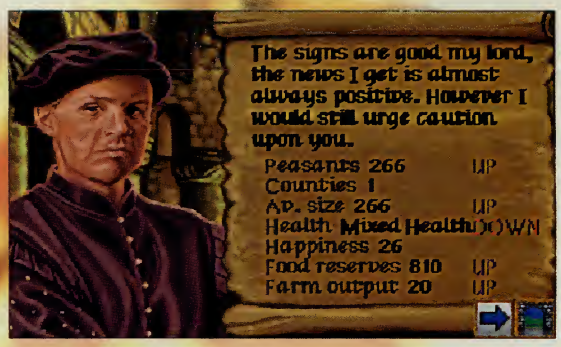
GRAPHICS: ²² ²² ²² ²²

VALUE: ²² ²²

**Outpost is a tough game no matter how you look at it. The manual covers only the bare-bones basics of game play, and it includes omitted features which only adds to the frustration. Future patches for the game should make it more enjoyable, though not much less difficult, preserving the challenge for those who crave it.**

# Lords of the Realm

By Barry Brenesal




Your provost tells you how the general economy is doing.

Welcome to medieval Britain. You've missed King Arthur by a couple hundred years and it isn't yet time for the War of the Roses, so you might as well try to take things over.

In Lords of the Realm, however, it won't be that easy. You start in a county where your immediate concern is maintaining an adequate food supply. (This was never a simple task during the Middle Ages, when the lack of fast-food franchises was endemic.) Get past that hurdle, and decisions about trade, fighting, diplomacy, and castle building will consume still more of your time.

The computer-driven characters can get rather personal. But no one is friends forever.

There's enough depth and realism in Lords of the Realm to keep things interesting. You don't just harvest food, for instance; you assign adult citizens in your province to nine professions, including land reclamation and grain, cattle, and sheep farming. Resources in one province aren't necessarily available in your other provinces. To transport grain from Suffolk to Essex, you must travel by wagon, and that takes time.

Check out the main screen each season for a detailed picture of local weather and morale.

Similarly, you don't automatically "build" knights or archers. Your miners acquire ore; your foresters, wood. Then your armorers forge one of seven weapons. Finally, you conscript citizens or purchase the services of mercenaries. If you can't pay your mercenaries later on, though, they start destroying precious food stocks and lowering public morale.

Set tax rates and analyze your fortunes.

Diplomacy also plays a role—an important one—in Lords of the Realm. Up to six human players can take part—either taking turns at the keyboard or playing simultaneously via modem. Any unoccupied "chairs" are filled by computer-driven opponents such as the Countess and the Knight, each with a distinct personality. You can send one message per season to any of your opponents, flattering, threatening, taunting, or offering an alliance.

No alliance lasts forever, though, and eventually you'll go to war. You can opt to resolve the battles in Lords of the Realm automatically, in which case army sizes, troop types, experience, morale, and luck determine the victor. Or you can move to a battle screen and set up army formations, aim selected units, stop and start the action, retreat, slaughter, or offer quarter to the enemy. Castle raids are more varied and fun. Besiegers attack with ladders, towers, battering rams, catapults, and trebuchets (a variation on the catapult).

Lords of the Realm's visuals feature 256 colors, impressive artwork, and limited but effective animation and digitized video. The soundtrack of authentic period music adds considerable flavor, particularly when sampled through a MIDI-compatible sound board.

Lords of the Realm is easy to play yet hard to master, with enough random elements to make each game a new experience. This is a game you'll want to play—and replay—for a long time. (Impressions Software; 617-225-0500; DOS/CD for DOS, $69.95)

**PSST!**

**☞ Did your alliance offer fail? Try and try again. Computer-driven opponents reevaluate their strategies each turn. ☞ No cattle in your county? No sheep? No grain? No problem. Hire some mercenaries, take over a neighbor, and drag a few choice samples back home. ☞ Remember, if your people are happy, citizens elsewhere will move to your territory. That gives you more subjects to allocate to tasks, and more tax revenues to collect. ☞ Good castles can withstand the siege of very large armies. ☞ The Countess is a good administrator and builds up excellent provinces. If you start the game near her, she's ripe for early plundering.**

**386, 640KB RAM, DOS 3.31, VGA, mouse**

| | |
|---|---|
| GAME PLAY: | ℮² ℮² ℮² ℮² |
| GETTING STARTED: | ℮² ℮² ℮² |
| GRAPHICS: | ℮² ℮² ℮² |
| VALUE: | ℮² ℮² ℮² ℮² |

**An excellent medieval sim that balances ease of use with depth of play.**

CD-i

# IT'S NOT WHETHER YOU WIN OR LOSE. IT'S HOW MANY OF THESE ARROGANT BASTARDS YOU TAKE DOWN WITH YOU.

Say hi to L. Wolf Jam, master of ceremonies. In killer full-screen animation, he introduces you to the pompous bosses of 10 different enemy teams. They issue you a challenge and you accept. Or run like hell.

It's your team of three genetically gifted humans against the rest of the inhuman race. Relax, your teammates are awesome streetfighters and for weapons use all the steel pipes and severed body parts they can get their hands on.

Meet Tina Felina, boss of the Animorpha Roma team. Like the other team bosses, she'll badger, heckle, mock you and spew out a bunch of snide challenges. Do us a favor. Make her eat her words.

**In Mutant Rampage: Body Slam, you'll clash with thugs of every conceivable size and ugliness. Because in the plague-ridden, post-apocalyptic year of 2068, they rule the rubble-strewn cities of Earth. And to make matters even worse, they talk trash. Guess you'll just have to waste them. Because there's only one thing that's more irritating than getting your face rearranged by a scum-sucking mutant who's bent on rampage. Listening to him rub it in afterward.**

Magnavox 450 CD-i player just $299.99,* includes 2 free titles.

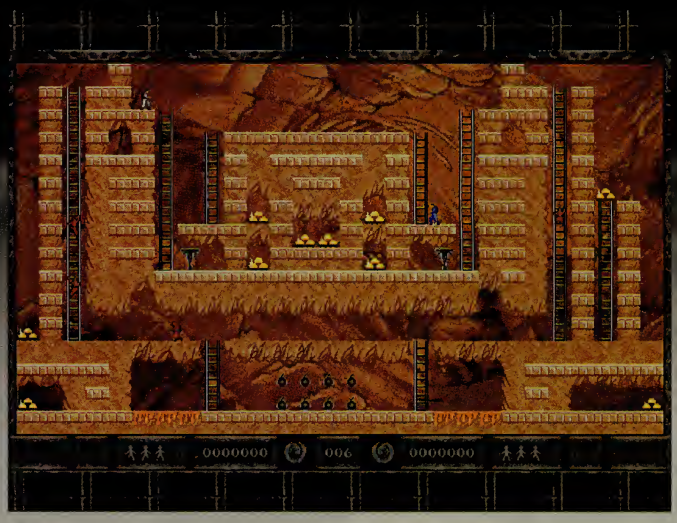
PHILIPS MEDIA

Game requires optional Digital Video cartridge. *Suggested retail price. International Tennis Open ©1992 Philips Interactive Media France and Pathé Interactive. All rights reserved. Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc. All rights reserved. ©1994 Philips Media. All rights reserved.

WIN

# Lode Runner: The Legend Returns

By Rick Raymo



The two-player game lets you duel with another Lode Runner.

Get out the guest towels and fresh linens, and make some space on your hard drive, 'cause an old friend is coming to town. Prepare for the arrival of Dynamix's Lode Runner: The Legend Returns. This one- or two-player game will take veteran gamers back and newer computer fun-hounds forward into the bizarre world of the Bungelings. Puzzling your way through 150 levels of some of the most fiendish and frustrating strategy/action around, you'll spend tension-filled hours grabbing gold and giving up the ghost as you try to outrun, outthink, and outmaneuver the Mad Monks.

The game generator lets you design your own levels.

You're a Bounty Hunter trying to steal back gold taken from your employers. Armed only with a laser pistol at the outset, you cut through floors, climb ladders, and dash around collecting your shiny lucre while trying to avoid getting taken apart by the Mad Monks of the Bungeling Empire. These less-than-smart, red-robed little rogues try to end your hunt at every turn. Clear all the gold out of a level (and sometimes spring a lock or two), and you're out a door to the next level. Do this through 10 worlds of 15 levels each and you win. Sounds simple enough? Yeah, right.

Most of us who owned computers back in the early days of Reagan's reign will remember the original Lode Runner from Brøderbund (48K of disk space for the Apple II in 1982). It was a monster best-seller that owned the game market for more than a year. This much-updated version of the game weighs in at a vastly larger 14MB, looks great in 256 colors in the Windows version, and even adds funny and informative cut-scenes between worlds to tell you about the coming action.

This time you can make your own levels and also earn your way up to levels that offer more tools than just your floor-cutting laser pistol. There are doorways to hide in, snare traps to snag the Mad Monks with, spazz-gas to make 'em nutty, a pick axe to bring down ceilings, the slime bucket to slow monks down, jackhammers for digging, and many, many, more such trinkets.

It's great to return to a terrific old friend. The best parts haven't changed. You get the same style of addictive game play—and the same unlimited pause at the start of each level while you try to work out your strategy. What is new are the much improved graphics and the great sound—the game even has a driver for the Sound Blaster 16. And, best of all, there's a simultaneous two-player option. Welcome back, Lode Runner—your pals have missed you! (Dynamix; 800-757-7707; Windows/DOS/Mac, $59.95)

Grab the gold and avoid the Mad Monks.

**PSST!**

☞ Watch the cut scenes to learn about your next tool. ☞ Set up a snare, but be aware that you'll never be able to go that way again. ☞ Transporters can take you to more than one location. ☞ Choose any starting level you wish, but know that you must play start to finish to get to the real ending. ☞ When making a puzzle, look for elements (such as bombs) that you can hide under bricks.

386SX, 4MB RAM, DOS 3.3, Windows 3.1, VGA

| | |
|---|---|
| GAME PLAY: | ★★★★ |
| GETTING STARTED: | ★★★ |
| GRAPHICS: | ★★★ |
| VALUE: | ★★★★ |

**Lode Runner is a wonderfully addictive strategy/action game. With 150 levels and the ability to make your own levels, you'll lose sleep to this one.**

# If you think the skies over Berlin are scary, wait 'til you get the bill.

## Beat outrageous online charges with the best value in multi-player games.

The world's most popular multi-player games are now on Delphi Internet™. That's great news because:

1) Our rates are as low as 33% less than other online services that offer Kesmai's™ big hits.
2) We offer the broadest access to the Internet world wide (and always have). So now you can take instant real-time pot shots at some Japanese ace without committing financial hara-kari.

Check us out with our five hour offer any time of the day or night. **To order your games software kit and get your five hours free, dial by modem**

**1-800-365-4636**

**Press return 'til you get a prompt. At 'password' enter EEV94**

Five hours FREE on Delphi Internet

**AIR WARRIOR®**

*The world's most respected air combat simulation.*

**HARPOON™**

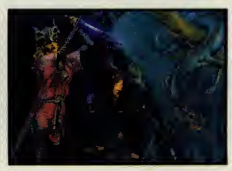
*Most popular naval strategy game in existence.*

DELPHI™ INTERNET

**STELLAR EMPEROR®**

*Master the far reaches of deep space...or at least try.*

**ISLAND OF KESMAI™**

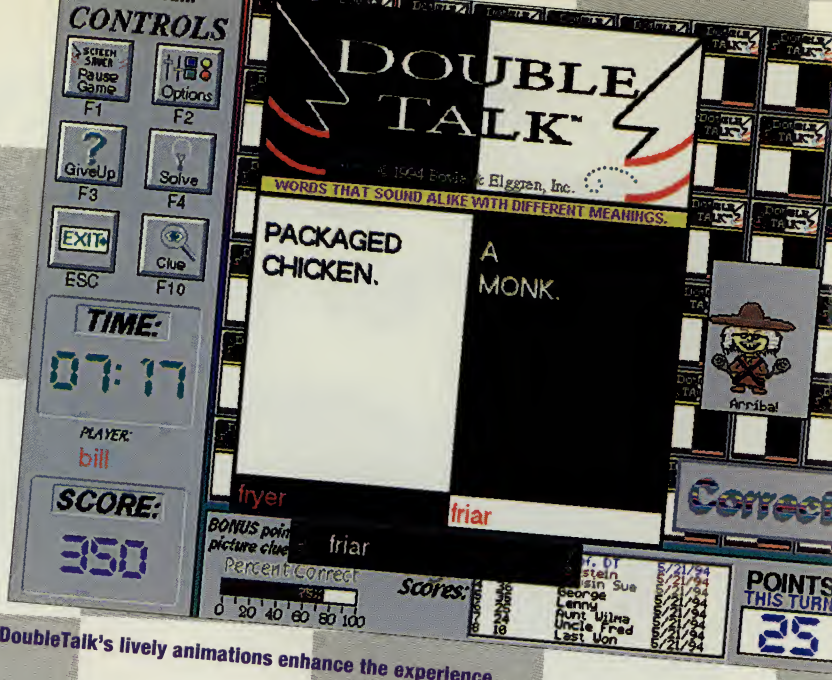


*The classic demons-are-everywhere-get-me-outta-here adventure.*

*The five free hours offer applies to new Delphi members only. Valid credit card required for immediate access; other restrictions apply - details provided during registration. Questions? Call 1-800-695-4005. Software is $6.95 including shipping and handling. DELPHI INTERNET is a trademark of Delphi Internet Services Corporation. KESMAI and ISLAND of KESMAI are trademarks, and AIR WARRIOR and STELLAR EMPEROR are registered trademarks, of Kesmai Corporation, a wholly-owned subsidiary of The News Corporation. HARPOON is a trademark of Three-Sixty Pacific Inc.

# DoubleTalk

By Bill Meyer

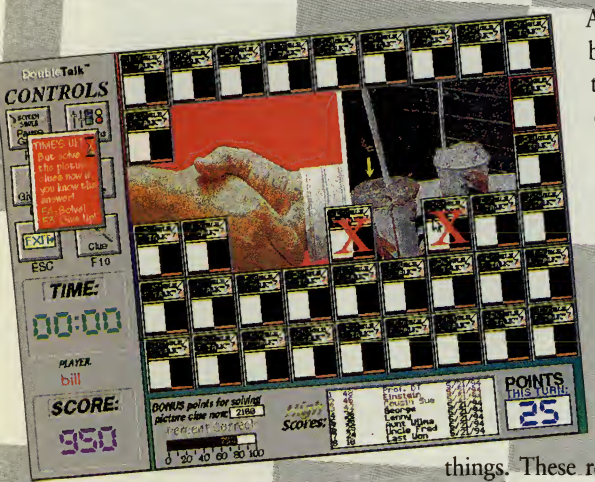



DoubleTalk's lively animations enhance the experience.

What word means a source of water and also preceded every sentence President Reagan spoke while in office? Well, Nancy, that's a tough one.

What means obvious and also describes someone you never listened to when you were young? Hmm, that's not so apparent.

What describes children from a big continent as well as mercy killing? Youth in Asia and euthanasia. If you're beginning to catch on, you'll want to play DoubleTalk from Boyle & Elggren.




A final visual homophone or homonym lies behind the 56 puzzle tiles.

Homophones and homonyms are the stars of the show in this board game gone digital. You remember the differences, right? Homophones are words or phrases that sound the same but have different spellings and meanings, while homonyms are pronounced and spelled the same but still mean different things. These relatively simple concepts lead to an almost limitless supply of wacky word plays, not to mention a great game.

The computer version, like the original board game, presents you with descriptions of two completely different things, such as a middle eastern marketplace and a strange experience. It's your job to find the word that makes the connection. Each of the game's 56 tiles contains one of 600 DoubleTalk puzzlers. As you solve the puzzles, the tiles disappear. Each vanishing square gradually reveals a pair of high-resolution images, which turn out to be a final visual homophone. The more homophones you discover to remove the tiles, the easier it is to figure out the images and find the final homophonic connection.

The game supports four players at a time with two multiplayer games, Challenge and Rotation. In Challenge, it's a race to hit Tab, Shift, Alt, or the space bar before your opponent does and then type in the correct word. Either spelling of the word will suffice—such as bizarre or bazaar. In Rotation, each player gets a question. If you miss, your opponent gets a chance at your puzzle. In one-player mode, you set a time limit and a score to reach. If you run out of time before doing so, you get one crack at figuring out the DoubleTalk connection from the tiles you've removed.

Adding extra spice to the game are 15 simple cartoon-like animations of a wild-haired professor with a voice like Colonel Klink who shouts at you when you answer correctly or incorrectly. In one animation, he explodes and yells, "You're hot!"

Boyle & Elggren will soon ship a CD version of DoubleTalk that will have more sophisticated animations and 1,500 DoubleTalk questions. It will also support voice recognition and will free your fingers by letting you speak your answers. The company is also making available additional subject-specific clue sets with 600 puzzlers each on such subjects as sports. (Boyle & Elggren; 800-634-8255; DOS/Windows, $39.95; additional clue sets, $19.95)

**☞ Concentrate on one of the words or phrases. Don't look at both. Once you have a word in mind, apply it to the other to find the connection. ☞ Look for an arrow pointing at a feature in one of the images as the tiles disappear. The arrow gives you a big hint about the connection in the final DoubleTalk. ☞ Try to get into a rhythm. Once you're on a roll and in the right state of mind, answering becomes second nature.**

PSST!

**286, 2MB RAM, DOS 3.3, VGA**

GAME PLAY: ★★★★★

GETTING STARTED: ★★★★

GRAPHICS: ★★★

VALUE: ★★★★

**An addictive and humorous game that taps your intellect and imagination. It proves that great games don't necessarily need startling graphics and big payoffs as much as quality content.**

"A Graphically Stunning First Person Shooting Game."
STRATEGY PLUS

# FINALLY A COMPUTER GAME WITH SOME TEETH

The Fortress of Dr. Radiaki is a thrilling adventure, mixing carnage with a biting sense of humor.

You will confront scores of different adversaries including sword wielding samurai, stealthy ninja warriors, robots with toasters for heads, mutated alligators and many more.

You must use all your wits to find your way through the cavernous fortress and defeat the Machiavellian designs of the horribly deformed Dr. Radiaki.

The Fortress of Dr. Radiaki is a landmark in computer games. You are free to move in any direction and blast anything that tries to do the same in this virtual reality, 3-D world.

Backgrounds are rendered on the fly and unbelievably detailed characters move smoothly through the labyrinth.

Enter at your own risk... you may never be the same again!

THE FORTRESS OF DR. RADIAKI™

PUBLISHED BY :

Merit Software™

FUTURE VISION™

DEVELOPED BY :

MAELSTROM™ SOFTWARE

Actual screens may vary. For more information, please call Merit Software 1-800-238-4277. © Merit Software. © 1994 Future Vision and The Fortress of Dr. Radiaki are registered trademarks of Future Visionary, Inc. All Rights Reserved. All other names or trademarks are the property of their respective owners.

WIN

# BreakThru!

By Joel Enos

Great graphics await if you bring down the wall in time.

For some unknown reason, the Berlin wall has been reconstructed. Only this time it's been built with multicolored bricks and soda cans. Your job is to raze the wall...but there's a nasty spider hanging in the way, keeping blocks out of your reach and catching bombs, and you can only kill him with a rocket. This is no bizarre nightmare, this is BreakThru!

Spectrum Holobyte's new game is the first in a line of puzzle-oriented titles endorsed by Alexey Pajitnov, the creator of the mega-hit Tetris. From the game's start, players are challenged with obstinate obstacles as they race the clock to clear away wall after wall.

Each wall consists of brightly colored bricks that drop randomly as you attempt to disintegrate the wall. When lower bricks are removed, gravity brings everything else down to take their place. This shifts the screen, making new combinations. An empty column allows the whole wall to shift to one side. You must have a row of connecting blocks of the same color to eliminate them. Accidentally clicking on a lone block actually detracts points from your overall score.

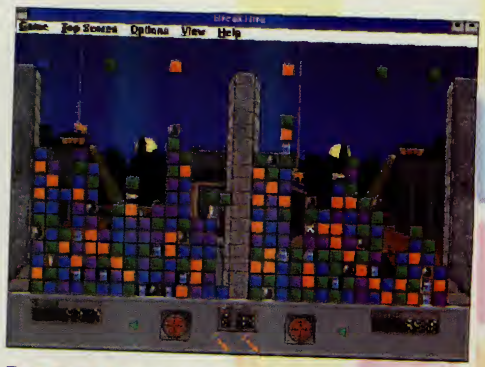
The bombs are too high to go off, and the rocket is going the wrong directon—what now?

In the best Tetris tradition, BreakThru! uses backgrounds depicting a world tour of countries. You travel from Berlin to London, to San Francisco, to Moscow, to New York, to China, and back again. When the countries start repeating, the level of difficulty rises and the brick-clicking challenges become even more mind-boggling.

Each level introduces new obstacles and tools that complicate the task of tearing down the wall. Bombs are inactive until they finally drop to the bottom of the row. They can then be detonated and will destroy any straggler blocks that they touch. Other destructive surprises are the rockets, which wipe out the entire row in front of them. Super bricks, meanwhile, let you eliminate all bricks of a chosen color.

Evil spiders hang from the top of the game screen and catch bricks, leaving them high and dry, away from any means of destruction. Soda cans must be blasted with a bomb or a rocket. The greatest obstacles of all, the rocks, cannot be destroyed, and they keep the remaining blocks on the ground in inconvenient configurations.

BreakThru! isn't completely heartless. You can choose among four levels of difficulty or even add to the challenge by changing time limits. Select a two-, five- or ten-minute time limit, or, at the Child level, go for unlimited time to practice. A Cooperative mode lets a friend help you raze the wall, while Competitive and Dual modes pit players against each other.



Two-player mode raises the excitement level.

Simple in concept, BreakThru! is actually complex fun. The graphics and color are surprisingly good for this type of brainteaser and strategy game. We can only hope that the next puzzle games due from Spectrum Holobyte provide such addictive amusement. (Spectrum Holobyte; 800-695-4263; Windows, approximately $50)

| | |
|---|---|
| GAME PLAY: | ★★★★★ |
| GETTING STARTED: | ★★★★★ |
| GRAPHICS: | ★★★★ |
| VALUE: | ★★★★★ |

**It's a lot harder than it looks. Great colors and a fast pace make this a top brain-drain choice. Highly addictive!**

☞ **Try to clear all the bricks of one color first. You can get a lot of points by eliminating a large group of one color with a single click.** ☞ **Clear the top bricks first—clearing bottom bricks causes upper items to fall and spoil good combinations.** ☞ **Use bombs wisely—you'll need them to get rid of soda cans.**

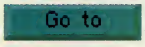
PSST!

**386/16, 4MB RAM, Windows 3.1, VGA, mouse**

# "Bulletin Bored?"

I was "bulletin bored" to death the way I used to use my computer and modem. The same old files with the same cheesy interfaces – borrring. Today, I've discovered something new that makes text-based games and absentee sysops a thing of the past. It's called The ImagiNation Network, and it's like nothing I've ever seen before.

This Net is live fun with real people! Once I log on, I'm connected to a sophisticated system that lets me interact with thousands of people across America. And whatever they're into, we talk about – in real time.

Talk about cool! The interface is the most colorful, graphical, easy-to-navigate system ever. 

No complicated paths or mysterious DOS commands, I just point and click and BAM! – I'm over the skies of France in my Fokker dog-fighting my new friend, MISSY2 (don't be fooled by her name; she's a two-time ace).

Whoa! It's been nice chatting with you, but I've got to get to my weekly on-line squadron meeting.

By the way, it's free to see if The ImagiNation Network is right for you...

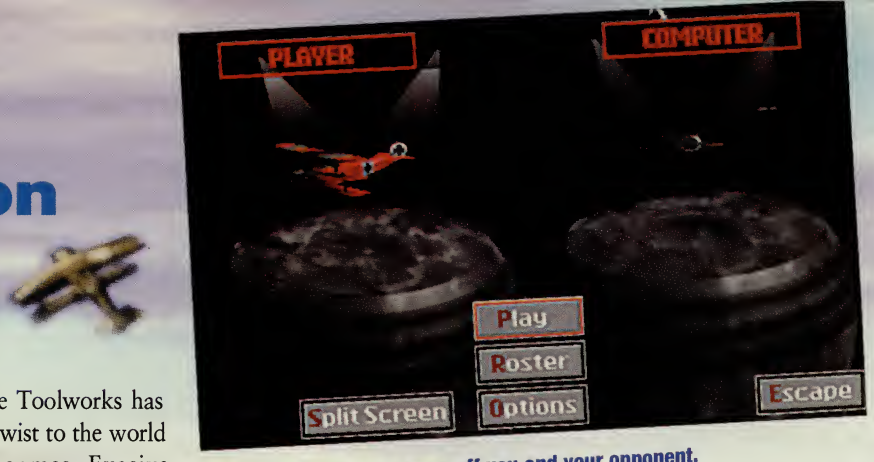
Call and we'll send a free membership kit with **5 FREE HOURS*** to explore The ImagiNation Network. You pay just $5.95 for shipping & handling.

**1-800-462-4461/ext. 745**

**IMAGINATION!™**

*The ImagiNation Network requires at least a 386 IBM PC compatible computer, a 2400 baud modem, a mouse and keyboard, and about 600 kb of available memory. Red Baron is a registered trademark of Dynamix, Inc. The Shadow of Yserbius is a trademark of The ImagiNation Network. *Free hours must be used within 30 days. For details on membership options and rates, call 1-800-IMAGIN-1 between 8 a.m. and 10 p.m. P.D.T. Offer expires 5/1/95 and is available to first time members only.* ©1994 The ImagiNation Network. All Rights Reserved.

# Evasive Action

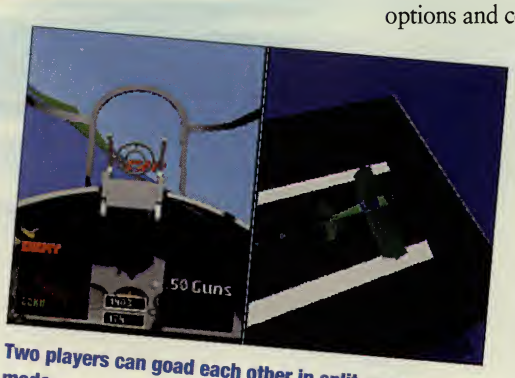


The selection screen shows off you and your opponent.

By Scott Friesen

The Software Toolworks has brought a new twist to the world of air-combat games. Evasive Action is a fly-by-the-seat-of-your-pants dogfighting game that combines arcade action with simplified flight simulator options and controls.

You'll find plenty of action here. The flying and shooting occur in four time periods, spanning World War I in 1918 (open-air biplanes and triplanes) to World War IV in 2064 (fast-flying spacecraft loaded with advanced weapons). The differences between the aircraft of each time period are so great that you're essentially getting four separate games in one.



Two players can goad each other in split-screen mode.

And if you're not up for dogfighting, you can go to the races. Evasive Action offers racing options for all four periods. These games send you and an opponent speeding through a course filled with a variety of obstacles and stunts. The races also make a great way to familiarize yourself with the various aircraft before getting into heavy combat.

There he is! Take him down!

Evasive Action's manual is blessedly thin but is still full of useful information about how to engage opponents and perform evasive maneuvers. The cockpit controls are simple and easy to understand. Almost all the flying functions are controlled by the joystick, including targeting and weapons selection. To assist armchair pilots who lack a sense of direction, an arrow points the way to the targeted enemy or object. To make things even easier, enemies, targets, and stunts are labeled when they are too far away to clearly see.

One of Evasive Action's best features is the split-screen option, which lets two players challenge each other on one PC. Two joysticks connected to a controller card with two joystick ports is the best way to play, but two people can play on a single keyboard too. It's also possible for one player to use a joystick while the other uses the keyboard, but the person stuck with the keyboard is going to be at a serious disadvantage.

The game's few flaws involve the graphics, which are acceptable, if not overly impressive. The sound effects and music bring to mind an older arcade game. And the lag time between screens soon becomes annoying. Even worse, the game occasionally locked up the computer, which takes the fun out of any game. Other than that, I wished only for a wider selection than the two planes provided for each time period.

Some of these issues should be addressed when The Software Toolworks releases an update disk for Evasive Action. The update will also support two-player dogfights over a modem connection. (The Software Toolworks; 800-234-3088; DOS, $49.95)

☞ When using the jump gate to get to those distant opponents in World War IV, fly slow and straight into the opening. ☞ If you run out of ammo, break off the attack and head for the nearest available stunt. If you complete the stunt successfully, you'll be fully reloaded. ☞ Evasive Action doesn't let you "turn your head" inside the cockpit to locate the enemy, but you can still keep an eye on where your opponent is by hitting the F2 button until you get the "enemy-cockpit view."

PSST!

386/40, 4MB RAM, DOS 5.0, VGA

| | |
|---|---|
| GAME PLAY: | ⚡⚡⚡ |
| GETTING STARTED: | ⚡⚡⚡⚡ |
| GRAPHICS: | ⚡⚡⚡ |
| VALUE: | ⚡⚡⚡ |

**A simple shoot-'em-up flying game that provides enough variety to entertain even experienced pilots.**

# "An incredibly realistic tactical warfare simulator."

# IRON CROSS™

- Real-time game play
- Historically accurate scenarios
- SVGA Graphics
- Over 80 different unit types
- Intense Sound Effects

## Command the Allied or Axis powers as you reconstruct 12 pivotal battles of WWII.

Available at your local software retailer or order direct from New World Computing at 1-800-325-8898 (818-889-6070 outside the US), or by mail: PO BOX 4302 Hollywood, CA 90078-4302.

© 1994 New World Computing, Inc. Iron Cross is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc. All rights reserved.

NEW WORLD COMPUTING®

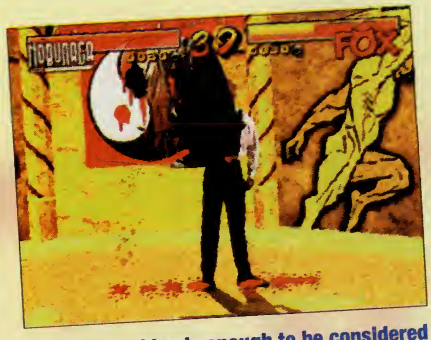
# Way of the Warrior

By Rick Raymo

Each fighter has multiple termination moves.

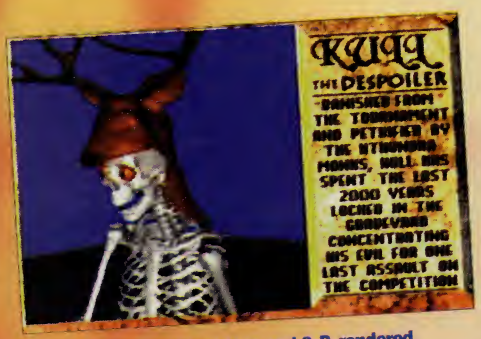
Finally, there's a fighting game for the 3DO. Way of the Warrior, from Naughty Dog, may not be Super Dooper Beat Fighter Turbo III or Mortal Wombat II½, but it's new, it's for one or two players, and it's got the features that fight fans have been waiting for. With enough termination moves, bigger-than-Mortal Kombat digitized characters, tons of secrets, and an artificially intelligent ref who comments on your match, this copycat contender makes a valiant effort to unseat the majors.

Choose from nine very different characters.



The game is bloody enough to be considered an adult gamer's title.

The story line (this is meaningful in a fighting game) has your fighter trying to gain entry into the Book of Warriors. This book, kept since before history by the Kthundra Monks, is based on a three-way Yin-Yang symbol (the third color is blood-red) that includes good, evil, and the pain caused by their constant conflict. One page remains and the balance between good and evil is now even, so a group of mortal and immortal fighters meets to tilt the scales for all eternity.



The full-motion video and 3-D-rendered sequences are an added bonus.

Way of the Warrior strives to offer it all. You get nine-plus big, digitized human characters and two 3-D-rendered bosses. And you won't find the same character masquerading in different color outfits as you do in Mortal Kombat. Each character also has a unique fighting style with 60 to 80 individual moves, including kicks, punches, throws, specials, supers, and projectiles. In addition, they all have numerous special termination moves. (Yup, you can dismember your opponent at the end of the match.)

The scenery is stellar. You fight in 3-D backgrounds that throb with scaling, multilayer scrolling, and animation. The dynamic camera system automatically zooms, pans, and tilts to keep you on top of the action. There are even great special effects like shadows, lighting, weather, reflections, and fire. Rockers White Zombie furnish the game's soundtrack.

But how does it play? The manual doesn't include much info on the special moves, so you have to find them for yourself. Most of them involve pressing multiple buttons simultaneously, charging toward an opponent, hitting a button rapidly and repeatedly, and directional-pad-plus-button actions. The one-player game uses high-end artificial intelligence to whup you properly. Way of the Warrior also contains lots of hidden treasures to discover: extra characters, another game, secret backgrounds, a second plot, and magic moves. The speed (particularly for a CD) is terrific during fights, but there is a full seven-second prefight wait.

This may not be the killer app that makes the nation stand up and take notice of the 3DO, but it will help. It's a good-quality fighting game that makes solid use of the machine's high-end hardware and takes full advantage of the CD-ROM format. Way of the Warrior is one me-too title that steps up to be more. (Universal Interactive; 818-777-5400, 3DO, approximately $60)

**Psst!**

**☞ Throws are unblockable, but you must be in close to use them. ☞ Time in the air during jumps allows for multiple hits, but it may hurt you if you land in the wrong place. ☞ Your feet are vulnerable unless you are crouching. ☞ On the bridge, when the referee says "Put him away," do a high move (such as an uppercut) to send 'em over the edge. ☞ In the lava area, you can put your opponent into the pit when the bridges retract. ☞ Jake feels very happy if he uses his favorite weapon a lot. ☞ Attack only when you can guarantee a hit against the bosses. ☞ Use uppercuts from behind to put away an opponent on the roof.**

**3DO system**

| | |
|---|---|
| GAME PLAY: | ⚡⚡⚡ |
| GETTING STARTED: | ⚡⚡⚡⚡ |
| GRAPHICS: | ⚡⚡⚡⚡⚡ |
| VALUE: | ⚡⚡⚡⚡ |

**Way of the Warrior is a solid fighting game for the 3DO. With great graphics and tons of secrets, this one- or two-player game will suck up hours of your free time.**

# GET READY TO BE BLOWN AWAY

METALTECH™

# EARTHSIEGE™

We had it coming. We created Cybrids with breakthrough AI to perform dangerous tasks with lightning precision. But we should never have taught them to fight.

One apocalypse later, it's EarthSiege. Your squad of HERCs prowls a target-rich environment, ready to deliver some heavily mechanized payback. But beware–the Cybrids are an intelligent and relentless enemy. You'll constantly have to train new pilots, develop new tactics, and acquire new weapons–like EM Pulse Cannons, optically guided missiles and Electron Flux weapons–to secure an advantage. Or your burnt-jelly remains won't fill a teacup.

*Magnificent light-sourced texture-mapping with fluid 3Space animation*

*The mission generator guarantees a restart isn't just a replay*

***EARTHSIEGE—BLAST INTO THE METALTECH ERA!***

Dynamix® PART OF THE SIERRA FAMILY

Available at retail for IBM/compatibles or call
1-800-757-7707

©1994 Dynamix, Inc. ® or ™ indicate trademarks of, or licensed to Dynamix, Inc. all rights reserved.

# Shock Wave Invasion Earth: 2019

By Wes Nihei

Take the controls of the F177 in a battle against insectoid alien crafts.

NEWS FLASH: Thousands of mysterious alien spacecraft have invaded Earth! Film at 11:00 or whenever we regain control of our planet.

Shock Wave Invasion Earth: 2019, a new fly-and-shoot adventure for the 3DO platform, puts Earth's fate in your hands. You're at the controls of an F177 all-atmosphere fighter, a member of a lone squadron parked above Earth in the orbiting space carrier Omaha. You fly sorties planetside against the aliens in ten stages of fierce cockpit-perspective, air-to-air and air-to-ground combat .

Shock Wave makes it a breeze to get into the air, even if staying there is a problem. In the helpful training mode, an onboard computer talks first-time pilots through all the controls. But nothing prepares you for the intense aerial combat ahead. It's fly and die—and you'll die often. There are three skill levels, and medium (Wingman) and hard (Ace) are murder!

Shock Wave's artificial intelligence will run you ragged.

Stay alive long enough, and you're treated to live-action story sequences.

The alien hordes don't overwhelm you with superior technology as much as they wear down your shields and limited ammo by their sheer numbers. This game will give you controller cramps, thanks to its assassin-like artificial intelligence. The extremely accurate alien adversaries blast you mercilessly. On some stages you must destroy every bad guy to meet mission objectives while in others you need only take out a select few—but you won't discover the key targets until you've died a thousand deaths trying to destroy every enemy vessel.

You have a fighting chance thanks to the 3DO's crisp controls, which let you turn and burn through your adversaries. The F177 sports a simple arsenal–laser blasters and guided missiles–and a thruster provides bursts of afterburner speed. All these have limited capacity, so you must manage your resources.

Survive the onslaught, and you're treated to top-notch live-action story sequences. The cinematic tale unfolds with suspense and mystery as you gradually unravel the dark purpose of the alien attack.

In addition to the great video, the game features computer-generated animation and smooth texture-mapped polygon graphics. The in-flight and combat visuals feature quick scaling and wild rotation. Admire the scenery when you can. Thanks to the 3DO's graphic capabilities, the Egyptian pyramids, famous Las Vegas hotels, and even the Hollywood sign are among the recognizable landmarks you fly by.

You'll spend most of your time staring at the bizarre insectoid alien vehicles, though, which sport a nasty organic/robot look. The vehicles include three-legged spider-walkers, supply ships with flapping wings, and gigantic, awful-looking weevil things that suck up hapless humans like a vacuum cleaner.

Unfortunately, along with the aliens, Shock Wave has a few alienating quirks. The F177 is a low-level fighter that can gain little altitude before it hits its ceiling. Although lateral movement isn't as constricted, stray off the flight path on the display, and friendly fire will bring you down. The audio is a mite mindless, too. Sometimes Mission Control or your wingman will calmly say things like "You're doing just fine," even as you're going down in flames. Even more vexing is the 6 o'clock news guy, who flashes across your radar screen with local news updates during dogfights when you need to use radar to find your foe.

Shock Wave's arcade-style combat action is tough—almost too tough—but the intriguing story line might get its hooks into you. If you're up for that sort of challenge (and commitment), get ready to go into Shock. (Electronic Arts; 800-245-4525; 3DO, $59.95)

☞ You can outrun any alien interceptor.
☞ Listen to the mission objectives. You must complete them all to earn an extra life, but you might not have to destroy every alien target.
☞ Some Refueling Drones are good for a couple of fill-ups, but you lose them if you fly too far past them. Fly around the Drones and draw alien interceptors toward you, then refuel after you blast them. ☞ Sometimes your targeting cursor detects enemies on the other side of mountains. Shoot through the solid soil.
☞ Save missiles for the stage bosses.
☞ Careful flying will cause any interceptors tracking you from in front or behind to crash into buildings.

PSST!

3DO system

| | |
|---|---|
| GAME PLAY: | F² F² F² F² |
| GETTING STARTED: | F² F² F² |
| GRAPHICS: | F² F² F² F² |
| VALUE: | F² F² F² F² |

Shock Wave is a serious arcade-style shoot-'em-up that dresses up the tough action with an intriguing story and captivating cinema.

# THINK YOU CAN DO BETTER?

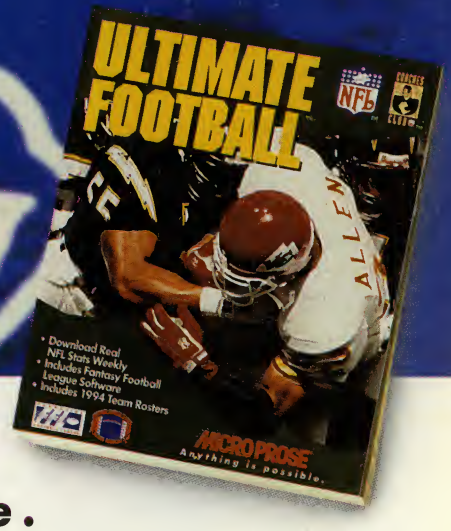
Ultimate NFL™ Coaches Club™ Football is the only PC game that lets you play, coach or own your own NFL team.

## ULTIMATE FOOTBALL

puts you into the action with awesome graphics, real NFL coaches' playbooks, and 1994 player rosters you can update weekly with Franchise Football League stats.

Think it's easy getting to the Super Bowl?

***PLAY THE GAME. ANYTHING IS POSSIBLE.***




© 1994 MicroProse All Rights Reserved.

MICROPROSE®

***Anything is possible.***

For IBM-PC & Compatibles on CD-ROM

NFL Coaches Club is a trademark of the National Football League, ™/© 1994 NFLP, Franchise Football League and FFL are trademarks of Fantasy Sports Properties Inc., NFLPA is a registered trademark of the National Football League Players Association.

# Hi-Tech Hoop

Can you stop Slam City's Scottie Pippen? Xavier McDaniel and Toni Kukoc did.

By Fredric Paul

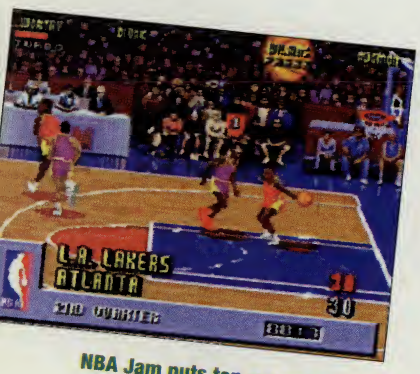
Basketball is a simple game. You throw the big ball through the metal hoop. That's really all there is to it.

So why can't anyone build a great computer basketball game? So far, no computer game has successfully captured the subtle, aggressive intricacy of five-on-five full-court basketball while also preserving the excitement and the purity of the sport.

Jammit is a one-on-one streetball contest. Push and shove your way to victory.

It's not for lack of trying. A long series of now-retired games, from Bird vs. Dr. J: One-On-One to Michael Jordan in Flight, have attempted to make the simulation work, with varying degrees of success. Ironically, the top PC basketball game is likely to be an adaptation from the arcades. By far the best electronic hoop experience available today is Acclaim's **NBA Jam,** which started as an arcade megahit and has set sales records on both the Sega Genesis and Super Nintendo Entertainment System (SNES).

Due out for the PC in November from Hi Tech Entertainment, NBA Jam for the PC should be as popular as its predecessors on other game platforms. The game is about as realistic as a sneaker commercial, but it's more fun than you'll want to admit. You control two-player squads of stars from all 27 NBA teams in frantic full-court action.




NBA Jam puts top pro names into two-on-two action.

One to four players can run, jump, pass, rain three-pointers from outside the arc, or throw down ridiculous but infectiously exciting helicopter slams from far above the rim. It's an adolescent fantasy of basketball, rewarding fast fingers, not nimble minds. Strategy concerns don't even make it to the pick-and-roll level, but the whole thing is pumped up with larger-than-life graphics, frenzied crowd noise, and hyperbolic announcers.

NBA Jam is easy to criticize but hard to resist. It may not be pure basketball, but it is unadulterated entertainment. Think of it as Showtime with a joystick. (Hi Tech Entertainment; 800-216-1750; DOS, not yet priced. Acclaim; Sega Genesis, $59.95; SNES, $64.99)

Two other new PC games hope to make desktop hoop a reality. **Jammit** from newcomer GTE Interactive Media is coming out on both PC and video-game formats. This one- or two-player, one-on-one, half-court streetball game comes with a choice of three gritty urban settings, an incessantly funky soundtrack, and even a trash-talk option. But instead of "real" NBA players, you control Chill, Roxy, or Slade, three generic hoopsters who make up a multiethnic, mixed-gender crew of schoolyard players, each with his or her own strengths and special moves.

Like NBA Jam, Jammit is a roughneck parody of basketball, with emphasis on thrown elbows, three-pointers, trick shots, and emphatic slams. Instead of playing for pride or for a championship, each player wagers a stash of cash. The more you bet, the better your computer opponent plays. There's a whole series of novelty variations, with moving hot spots, multiple balls, and three-way action. (GTE Interactive Media; 619-431-4204; CD for DOS/3DO, $59.95; SNES, $64.95. Virgin; 800-874-4607; Sega Genesis, $69.99)

Michael Jordan's former teammate is the star of **Slam City with Scottie Pippen,** due out from Digital Pictures in November. Like Jammit, Slam City pits you against trash-talking playground hoopsters in one-on-one action. Crush the scrubs and you get to play Dream Teamster Pippen himself.

Unlike Jammit, though, Slam City is scheduled to include two hours of real video and the ability to improve your game and earn respect. One good sign is that the whole thing is directed by Ron Stein, who choreographed the fights in *Raging Bull* and directed last year's hot Prize Fighter Sega CD game. Mac and 3DO versions are also in the works. (Digital Pictures; 415-345-5300; CD for DOS/Sega CD, $59.95)

If you want to play five on five, scam a videogame system. There's a whole slew of titles, but our vote goes to Electronic Arts' **NBA Live '95.** This new game delivers fast action and smooth animation on an odd, 30-degree view of the court. It looks great, but watch out when playing defense in the near basket. The backboard can obscure the action, making it hard to see which player to cover.

NBA Live '95 gives you the complete rosters of all 27 NBA teams and a couple of all-star teams, plus you can create your own custom teams. Want to start Jon Koncak at all five positions? You're crazy,

Alley oops are easy in NBA Live '95.

but you can do it.

The electronic stars play a reasonable approximation of their real-life game. Even better, the action moves at the pace of a real game, and game play actually follows the rules. Players and teams are rated according to their statistical history, and they run as many as 46 offensive plays against 4 defensive sets. You can also turn off the realism factors for a more wild-and-woolly arcade experience.

Not as all-out exciting as NBA Jam, NBA Live '95 is a much more realistic simulation that's still plenty of fun to play. (Electronic Arts; 800-245-4525; SNES, $64.95; Sega Genesis, $59.95)

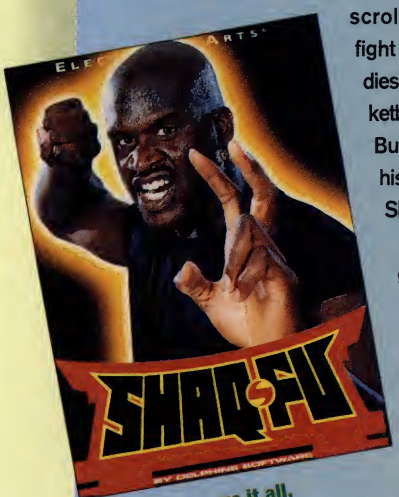
*Joel Enos, Christopher Lindquist, and Rey Serrano contributed to this story. Special thanks to the* G-Sport Guide to PC Basketball & Hockey Games.

# Beyond Basketball

A couple of high-profile hoop stars now have their own games that have little to do with the game itself!

In **Michael Jordan: Chaos in the Windy City,** Air Jordan's teammates have been kidnapped before a big charity game. It's up to the Bulls/White Sox star to rescue them. As you navigate the side-scrolling world, you fight off various baddies using only a basketball for a weapon. But in the hands of his Airness, these balls are bad. (Electronic Arts; 800-245-4525; SNES, $59.95; Sega Genesis, $54.95)

Michael Jordan brings order to Chaos in the Windy City.




The name says it all.

**Shaq-Fu,** meanwhile, is a standard side-scrolling fighting game with the Orlando Magic center as one of several martial-arts champions you can control or challenge. On the video screen, even 98-pound weaklings can stand up to the 7-foot 1-inch, 300-pound, man-child-mountain-corporation. (Electronic Arts; 800-245-4525; Sega Genesis and SNES, $69.95) —*FP*

Fight it out with the MVP of last summer's World Championship of basketball.

# Coaches' Corner

If you don't care about basketball action but just want to play coach and delve into the statistical nuances of the sport, the PC does offer some hope. A number of stat-oriented games are designed to slice, dice, and puree basketball numbers into a kind of mystical science. Check out these contenders:

### All American College Basketball and Big League Basketball

Easy-to-use games with detailed strategy options. (Pursue the Pennant; 800-765-4787; DOS; All American College Basketball, $74.95; Big League Basketball, $64.95)

### Basketball: The Pro Game Version 3.4 and Courtside College Basketball

Pure text simulations, for fanatics only. (Lance Haffner Games; 800-477-7032; DOS, $39.95 each)

### B-Ball Pro Basketball For the Computer

Statistically accurate simulation from a consultant for the New York Nets. (Bob Chaikin; 216-291-9243; DOS, $29.95)

### Cactus League Professional Basketball and Cactus League College Basketball

The current incarnations of the respected APBA basketball simulation. (Cactus Development; 800-336-9444; DOS; Pro, $49.95; College, $39.95)

### Omni-Play Basketball

Build a team from pretender to contender over several seasons of play in this graphical game. You can even control some aspects of play. (SportTime Computer Software; 800-752-9426; DOS, $49.95)

### Replay Varsity Basketball

Coach a college basketball game. (Replay Games; 317-898-5227; DOS, $39.95)

### Strat-O-Matic Computer Basketball

Coach a season with real NBA teams, or draft your own fantasy team. (Strat-O-Matic Game; 800-645-3455; DOS, $65.50)

# Soccer: The Real Football

By Andrew Miller

In FIFA, goalies make realistic diving saves.

Game developers hoping to cash in on last summer's World Cup tournament are flooding the market with new versions of the world's most popular sport. Some are terrific, some aren't.

To help you pick a winner, *Electronic Entertainment* kicked around three vastly different soccer games for the PC: FIFA International Soccer, Empire Soccer '94, and Sensible Soccer. Here's what we found:

## FIFA International Soccer

With the release of this game, Electronic Arts just keeps on rolling. What the company did for football and hockey with the John Madden and NHLPA series, it has done again for soccer.

It takes about 20 minutes to load FIFA International Soccer from three floppy disks, but it's well worth the wait. FIFA Soccer boasts superior graphics, the most authentic sound effects this side of the Atlantic, and the most realistic game play of any soccer title on the market. FIFA is the next best thing to actually playing in the World Cup.

In close-up battle for the ball, FIFA uses its head.

FIFA features teams from 48 of the world's top soccer countries. You can stage a one-on-one exhibition between any 2 countries, play as many as 8 teams in a tournament, play in a 16-team World Cup tournament, or compete in a 25-game league season with a championship title at the end. The game automatically saves the tournament, playoff, and league modes, so you can stop and come back any time you want.

The sound effects for FIFA have a definite European flavor. Instead of the usual musical soundtrack, you get realistic crowd noise, including the rhythmic chanting and singing you'd hear at a real World Cup match.

But it's the graphics that make this game great. The players have the most authentic and lifelike movements to be found in a soccer sim. From diving head shots to bicycle kicks and diving saves, FIFA delivers. The playing field, the stadiums, and even the advertisements on the sidelines work together to make this game the champion.

Just two minor problems with FIFA. The

| | |
|---|---|
| GAME PLAY: | 4 |
| GETTING STARTED: | 3 |
| GRAPHICS: | 5 |
| VALUE: | 5 |

**FIFA has everything: fantastic graphics, super sound, and addictive action. Simply put: it's the best.**

**☞ Let the computer take over as keeper. Until you master the game, the computer makes a far better goalie. ☞ If you have the ball near your own goal and you're being closely marked by an attacker, make your player shoot the ball. This clears the ball much further than a pass would. ☞ If the Offside option is on, use the All-Out Attack option (under Team Strategy) to move your strikers and midfielders up the field and to catch your opponent offside. ☞ Don't waste time dribbling the ball. This game rewards good passing with goals. Use the One-Touch command to move the ball down the field.**

PSST!

**386, 4MB RAM, DOS 5.0, VGA**

**Choose from 32 world-class teams, set up team formations, and take to the field.**

unusual three-quarter side view makes it harder to plot strategy and tactics. The traditional behind-the-player or overhead view used in most soccer games would have been a better, more natural choice. Player control could also use some improvement. Players start out fast, but after a few yards they slow to a crawl.

But don't let these minor glitches deter you. FIFA International Soccer is the best soccer game on the market. If you love fast-paced soccer action with superb graphics and real-life sound effects, EA's FIFA International Soccer owns the cup. (Electronic Arts; 800-245-4525; DOS, $59.95)

**Large cartoon like players and an overhead view make Empire Soccer '94 stand out.**

## Empire Soccer '94

On its own merits, Empire Soccer '94 is a solid effort that would make a nice addition to anyone's sports-game library. It has all the elements of an entertaining game: good graphics, easy playability, and plenty of options. It just doesn't compare with EA's FIFA International Soccer, though.

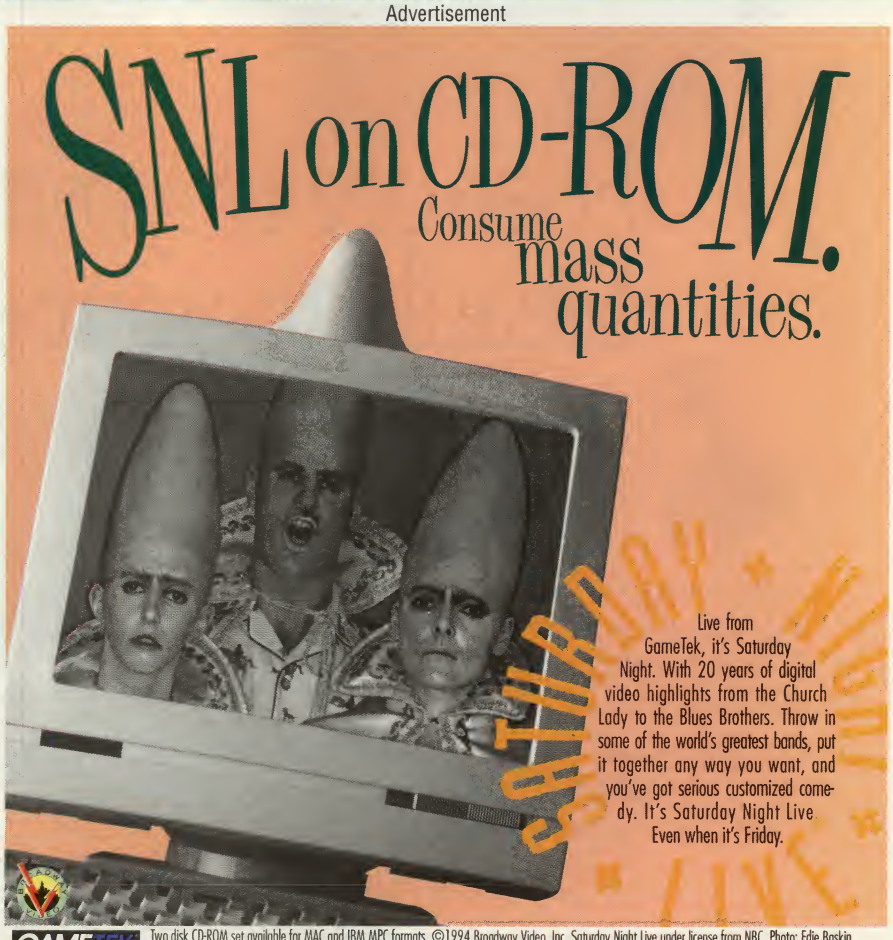
Still, Empire Soccer features 32 world-class top teams, including reigning World Cup champion Brazil, 1990 champion Germany, and, of course, the U.S. squad. Each team has different tactics and skill levels that you'll really notice when playing varying countries.

You play Empire Soccer in two basic modes: Exhibition and World Cup. You can face off any two teams in the Exhibition mode. In the World Cup mode, you can stick with the matchups from the last cup or custom-build your own tournament. Empire Soccer has also added a unique training mode that makes it easy to get up to speed.

The graphics are sharp and colorful, with large, detailed players. But the players are so big that they take up a large portion of the field. As a result, you can see only about a third of the field at one time.

Five skill levels, let you adjust the controls to match your playing experience. For additional thrills, Empire Soccer adds a few arcade-style options such as the Super Barge, which makes your player almost invincible for a short period of time.

Advertisement



# Friendly to your hand. Deadly to your enemy.

If only you had knocked out one more target. If only...

No more alibis! Get a new grip on excitement with FX2000. The advanced ergonomic design improves pilot comfort and response—whether right or left-handed.

Now you can dogfight longer, with less combat and flight fatigue. Plus, there are dual fire controls, switchable fire buttons, throttle control, and more. Try FX2000.

So good, you won't believe its real.

*FOR IBM & COMPATIBLE PCs.*

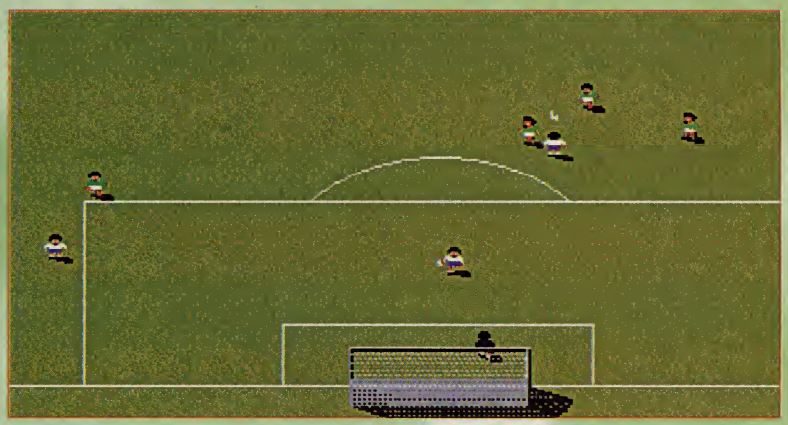
**Suncom**
**TECHNOLOGIES**

*The Hardware Advantage for Entertainment Software*

6400 W. Gross Point Rd., Niles, IL 60714 708/647-4040

Falcon AT artwork by Spectrum Holobyte.

In Sensible Soccer, the field is big and the players are small.



| | |
|---|---|
| GAME PLAY: | E² E² E² |
| GETTING STARTED: | E² E² E² E² |
| GRAPHICS: | E² E² E² |
| VALUE: | E² E² E² |

**Empire Soccer is a good, well-rounded game, but it's not the best of its sport.**

☞ **Head straight down the middle of the field, and when you take a shot, curve the ball to one side of the net. The keeper will have a much harder time making the save.** ☞ **On defense, don't tackle the player from behind. Use speed to come up from the side and cut in front of him to take the ball away.** ☞ **Head toward the goal at a 45-degree angle and aim your shot for the far post. You'll score a lot more goals this way.**

PSST!

**386, 570KB RAM, DOS 5.0, VGA**

Empire also has its share of quirks, the worst of which is controlling the goalkeeper. After a goal kick, if you continue to press the player control, your keeper follows the flight of the ball out of the penalty area. My keeper went as far as midfield once, leading to an opponent's goal. You also can't manually switch players. The computer determines which player you control, and it's often slow to respond to the game, especially when the action becomes intense.

Overall, Empire Soccer is an above-average game. The training mode and the customized World Cup option make it a worthy contender. (Empire Interactive Entertainment; 301-916-9302; DOS, $29.95)

## Sensible Soccer

The cover of Sensible Soccer proclaims, "Europe's Best-Selling Soccer Game! Over 300,000 Copies Sold!" If this is the best soccer game Europe has to offer, it's no wonder that the Old World economy is in shambles.

In a word, Sensible Soccer stinks. It has terrible graphics, poor controls, and the fewest options of any of the three games we reviewed. Sensible Soccer should never have made the long journey across the big swamp to the U.S.

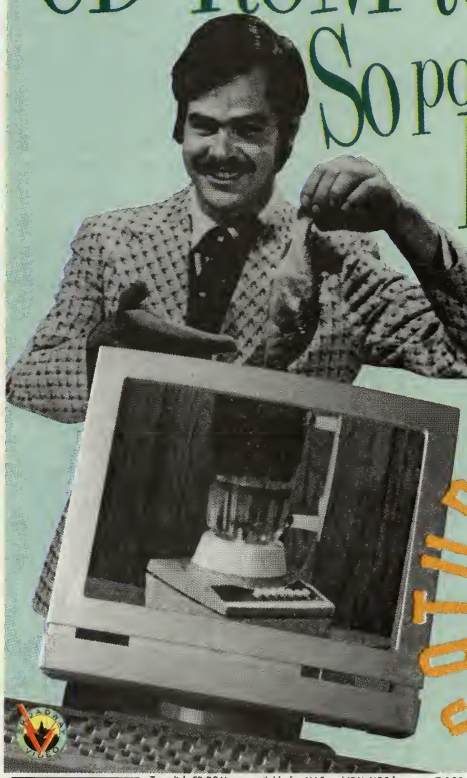
The only good thing about Sensible Soccer's graphics are the different types of fields it depicts—ranging from dry, to mud, to snowy. They, at least, look fairly authentic. The players, on the other hand, are midgets that don't even look human.

Sensible Soccer is also offered for the Sega Genesis and Super Nintendo Entertainment System, under the name Championship Soccer '94 by Sony Imagesoft. While the graphics aren't any better, the cartridge ver-

Sensible Soccer lets you peruse the roster and make a substitution.

Advertisement

CD-ROM technology
So powerful it can
liquify a
Bass.



SATURDAY NIGHT LIVE

CD-ROM technology meets the Bass-O-Matic, as Saturday Night Live hits the computer screen. With 20 years of digital video highlights from Wayne's World to Landshark. Throw in some of the world's greatest bands, put it together any way you want, and you've got serious customized comedy. It's Saturday Night Live. Even when it's Wednesday.

GAMETEK

Two disk CD-ROM set available for MAC and IBM MPC formats. ©1994 Broadway Video, Inc. Saturday Night Live under license from NBC. Photo: Edie Baskin. ©1994 GameTek, Inc. GameTek is a registered trademark of I.J.E. Inc. All rights reserved. For more information, call 1-800-GAMETEK.

Warren Miller's

# SKI WORLD

## The Complete Multimedia Ski Experience!

### Learn to Ski in a Whole New Way

Interactive video instruction lets you learn how to ski at your own pace. Learn techniques, tips, and tricks – from basics to advanced – from the experts. Get smart on equipment selection and care.

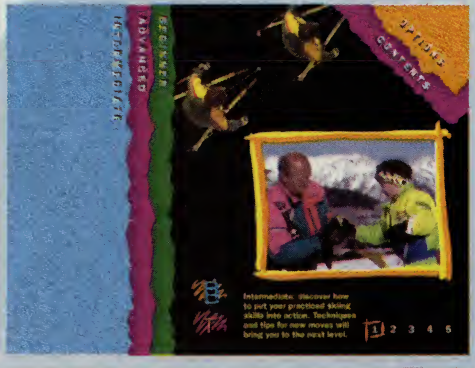
### Sizzling Action

Experience videos by Warren Miller like you've never seen them before! Full interactive control lets you experience the excitement of skiing – seeing what you want when you want to see it.

### Comprehensive Resort Library

This complete interactive guide to more than 1,000 resorts includes information on lodging, lifts, slope maps, services, amenities, and more.

**CD-ROM for Macintosh and Microsoft® Windows™**



**Call 800-850-7272, EXT. 220**

***Also available where CD-ROM software is sold.**


# ADVERTISER INDEX


| ADVERTISER | PAGE |
|---|---|
| 3DO | 18-19 |
| Acclaim Entertainment (NBA Jam) | 85 |
| Accolade | 118 |
| Advanced Gravis (Phoenix) | C3 |
| AICS | 122 |
| Andover Advanced | 125 |
| CapDisc(NFL Trivia) | 25 |
| CapDisc(Shark Alert) | 33 |
| CD-ROM Access | 124 |
| CH Products | 119 |
| Chips & Bits | 123 |
| Compaq | C2-1 |
| Creative Labs (Soundblaster) | C4 |
| Creative Labs | 50 |
| Data East USA (Panic) | 111 |
| Delphi (Gaming Ad) | 91 |
| Digital Playground | 126 |
| Dynamix (Battlebugs) | 27 |
| Dynamix (Metal Tech) | 99 |
| Edirol Corporation | 122 |
| Eidelon Software (Millenium Auction) | 72 |
| GameTek | 105,107,109 |
| GT Software (Doom 2) | 81 |
| Hi Tech Expressions | 7,49,51 |
| Imagination Network | 95 |
| JBT Inc. | 124 |
| The Marketplace | 122 |
| Logitech | 56-57 |
| Merit Software (Harvester) | 83 |
| Merit Software (The Fortress of Dr. Radaiki) | 93 |
| Microprose (Master of Magic) | 58 |
| Microprose (Ultimate Football) | 101 |
| Mission Control | 127 |
| Multicom Publishing | 108 |
| Multimedia Publishing (The Book of Shadowboxes) | 29 |
| Multivision Electronics | 125 |
| New World Computing | 97 |
| Origin Systems (U8-CD) | 5 |
| Phillips Interactive Media (Burn Cycle) | 42-43 |
| Phillips Interactive Media (NFL Hall of Fame) | 89 |
| Putnam New Media | 70 |
| Quickshot Technology (Joystick) | 44 |
| Ready Soft (Space Aceall formats) | 15 |
| Reasonable Solutions | 125 |
| Sega of America | 37,62-63,79 |
| Sigma Designs | 71 |
| Sir Tech Software (Star) | 23 |
| Software Support | 124 |
| Spectrum Holobyte (Breakthrough) | 39 |
| Spectrum Holobyte | 53 |
| Starware | 126 |
| Spotlight Software | 125 |
| Strategic Simulations(Renegade) | 41 |
| Suncom Technologies (FX 2000) | 106 |
| Take 2 Interactive ("Hell" spread) | 8-9 |
| The Marketplace | 122 |
| Time Warner Interactive | 17,31,52 |
| Time Warner Interactive (Rise of the Robots) | 117 |
| Time Warner Interactive (Peter and the Wolf) | 34-35 |
| United Imports/MD | 122 |


*This index is provided as an additional service. The publisher does not assume liability for errors or omissions due to last-minute changes.*

## ADVERTISING SALES OFFICES


JIM SHEPHERD, NATIONAL ADVERTISING DIRECTOR
951 MARINER'S ISLAND BOULEVARD, SAN MATEO, CA 94404
TEL: (415) 286-2530
FAX: (415) 349-8532

***MIDWEST UNITED STATES***
ANDY ROWE, REGIONAL MANAGER
SHERRY HELBERG, SALES ASSOCIATE
ONE NORTHFIELD PLAZA, SUITE 230,
NORTHFIELD, IL 60093
TEL: (708) 441-0791
FAX: (708) 441-0796

***EASTERN UNITED STATES***
JOHN MCMAHON, REGIONAL MANAGER
CATHY LANGHAAR, SALES ASSOCIATE
CONTINENTAL PLAZA THREE
433 HACKENSACK AVE., 8TH FLOOR
HACKENSACK, NJ 07601
TEL: (201) 489-1155
FAX: (201) 489-6277

***WESTERN UNITED STATES***
VIN BONNEY, REGIONAL MANAGER
TIFFANY WALLACE, SALES ASSOCIATE
951 MARINER'S ISLAND BOULEVARD,
SAN MATEO, CA 94404
TEL: (415) 286-2514,
FAX: (415) 349-8532

***ELECTRONIC ENTERTAINMENT MARKETPLACE***
KEN BUCHMANN,
ACCOUNT EXECUTIVE
951 MARINER'S ISLAND BOULEVARD,
SAN MATEO, CA 94404
TEL: (415) 286-2552
FAX: (415) 349-8532

***LIST RENTALS***
HOLLY KLINGEL,
CIRCULATION DIRECTOR
(415) 286-2506

***REPRINTS***
CINDY PENROSE,
MARKETING ASSOCIATE,
(415) 286-2553

*Electronic Entertainment* is a publication of International Data Group, the world's largest publisher of computer-related information and the leading global provider of information services on information technology. International Data Group publishes over 200 computer publications in 63 countries. Forty million people read one or more International Data Group publications each month. International Data Group's publications include: ARGENTINA'S Computerworld Argentina, Infoworld Argentina; AUSTRALIA'S Computerworld Australia, Australian PC World, Australian Macworld, Network World, Mobile Business Australia, Publish!, Reseller, IDG Sources; AUSTRIA'S Computerwelt Oesterreich, PC Test; BELGIUM'S Data News (CW); BOLIVIA'S Computerworld; BRAZIL'S Computerworld, Gamepro, Game Power, Mundo Unix, PC World, Publish, Super Game; BULGARIA'S Computerworld Bulgaria, Ediworld, PC & Mac World Bulgaria, Network World Bulgaria; CANADA'S CIO Canada, Computerworld Canada, Graduate Computerworld, InfoCanada, Network World Canada, Reseller; CHILE'S Computerworld Chile, Informatica; COLOMBIA'S Computerworld Colombia, PC World; COSTA RICA'S PC World; CZECH REPUBLIC'S Computerworld, Elektronika, Macworld, PC World; DENMARK'S Communications World, Computerworld Danmark, Macintosh Produktkatalog, Macworld Danmark, PC World Danmark, PC World Produktguide, Tech World, Windows World; ECUADOR'S PC World Ecuador; EGYPT'S Computerworld (CW) Middle East, PC World Middle East; FINLAND'S MikroPC, Tietoviikko, Tietoverkko; FRANCE'S Distributique, GOLDEN MAC, InfoPC, Languages & Systems, Le Guide du Monde Informatique, Le Monde Informatique, Telecoms & Reseaux; GERMANY'S Computerwoche, Computerwoche Focus, Computerwoche Extra, Computerwoche Karriere, Electronic Entertainment, Gamepro, Information Management, Macwelt, Netzwelt, PC Welt, PC Woche, Publish, Unit; GREECE'S Infoworld, PC Games; HONG KONG'S Computerworld Hong Kong, PC World Hong Kong; HUNGARY'S Computerworld SZT, PC World; INDIA'S Computers & Communications;INDONESIA'S Info Komputer; IRELAND'S ComputerScope; ISRAEL'S Computerworld Israel, PC World Israel; ITALY'S Computerworld Italia, Lotus Magazine, Macworld Italia, Networking Italia, PC Shopping Italy, PC World Italia; JAPAN'S Computerworld Today, Information Systems World, Macworld Japan, Nikkei Personal Computing, SunWorld Japan, Windows World; KENYA'S East African Computer News; KOREA'S Computerworld Korea, Macworld Korea, PC World Korea; LATIN AMERICA'S GamePro; MALAYSIA'S Computerworld Malaysia, PC World Malaysia; MEXICO'S Compu Edicion, Compu Manufactura, Computacion/Punto de Venta, Computerworld Mexico, MacWorld, Mundo Unix, PC World, Windows; THE NETHERLANDS' Computer! Totaal, Computable (CW), LAN Magazine, MacWorld, Totaal "Windows"; NEW ZEALAND'S Computer Listings, Computerworld New Zealand, Network World, New Zealand PC World; NIGERIA'S PC World Africa; NORWAY'S Computerworld Norge, C/World, Lotusworld Norge, Macworld Norge, Networld, PC World Ekspress, PC World Norge, PC World's Produktguide, Publish& Multimedia World, Student Data, Unix World, Windowsworld; IDG Direct Response; PAKISTAN'S PC World Pakistan; PANAMA'S PC World Panama; PERU'S Computerworld Peru, PC World; PEOPLE'S REPUBLIC OF CHINA'S China Computerworld, China Infoworld, China PC & Communications Magazine, Computer Fan, PC World China, Electronics International, Electronics Today/Multimedia World, Electronic Product World, China Network World, Software World Magazine, Telecom Product World; PHILIPPINES' Computerworld Philippines, PC Digest (PCW); POLAND'S Computerworld Poland, PC World/Komputer; PORTUGAL'S Cerebro/PC World, Correio Informatico/Computerworld, MacIn; ROMANIA'S Computerworld, PC World, Telecom Romania; RUSSIA'S Computerworld-Moscow, Mir - PK (PCW), Sety (Networks); SINGAPORE'S Computerworld Southeast Asia, PC World Singapore; SLOVENIA'S Monitor Magazine; SOUTH AFRICA'S Computer Mail (CIO),Computing S.A., Network World S.A., Software World; SPAIN'S Advanced Systems, Amiga World, Computerworld Espana, Communicaciones World, Macworld Espana, NeXTWORLD, Super Juegos Magazine (GamePro), PC World Espana, Publish; SWEDEN'S Attack, ComputerSweden, Corporate Computing, Macworld, Mikrodatorn, Natverk & Kommunikation, PC World, Publishing & Design (CAP), DataIngenjoren, Maxi Data,Windows World; SWITZERLAND'S Computerworld Schweiz, Macworld Schweiz, PC Tip; TAIWAN'S Computerworld Taiwan, PC World Taiwan; THAILAND'S Thai Computerworld; TURKEY'S Computerworld Monitor, Macworld Turkiye, PC World Turkiye; UKRAINE'S Computerworld; UNITED KINGDOM'S Computing /Computerworld, Connexion/Network World, Lotus Magazine, Macworld, Open Computing/Sunworld; UNITED STATES' Advanced Systems, AmigaWorld, Cable in the Classroom, CD Review, CIO, Computerworld, Digital Video, DOS Resource Guide, Electronic Entertainment Magazine (E2), Federal Computer Week, GamePro, IDG Books, Infoworld, Laser Event, Macworld, Multimedia World, Network World, PC Letter, PC World, PlayRight, Power PC World, Publish, SWATPro, Video Event; VENEZUELA'S Computerworld Venezuela, PC World Venezuela; VIETNAM'S PC World Vietnam.

**Choose from eight international teams. Beware of powerhouses such as Germany and Brazil.**

sions are far better than the PC one, which moves much too quickly and offers no way to adjust the speed. Not even Pele in his prime could have competed with these guys. If you do manage to win control of the ball, you have to move in straight lines to keep control of it.

Unlike FIFA and Empire Soccer, Sensible Soccer offers just eight national teams. It has the powerhouse teams such as Germany, Brazil, and Italy, as well as the boys from the good ol' U.S.A.—but the Americans aren't competitive with any other team in the game.

If you've got the money to spend on Sensible Soccer, save it. This one just isn't worth the price of admission. (Renegade Software; 071-702-3644; DOS, $47.99) E²

| | |
|---|---|
| GAME PLAY: | E² |
| GETTING STARTED: | E² E² |
| GRAPHICS: | E² |
| VALUE: | E² |

**Sensible Soccer has low-quality graphics, poor controls, and limited game play. It's one of the weakest soccer games around.**

**PSST!**

**☞ After taking a shot, curve the ball away from the goalkeeper to increase your chances of scoring. ☞ If you're winning late in the game, change your formation to Defend and limit your opponent's shots on goal. ☞ Don't tackle an opposing player from behind. You're almost certain to get a yellow card.**

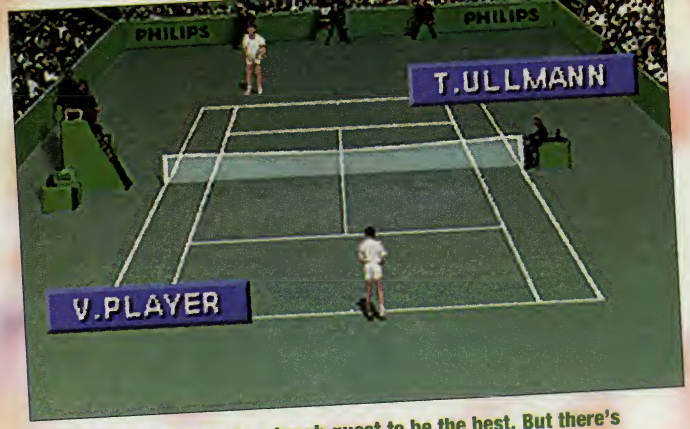
**386/20, 578KB RAM, DOS 5.0, VGA**

Advertisement

DOS
CD

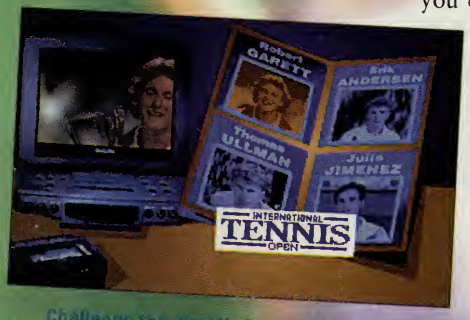
# International Tennis Open

By Fredric Paul



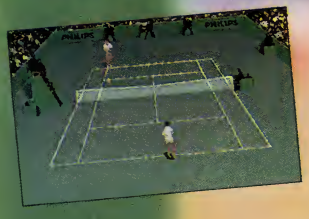

You play Victor Player in a tough quest to be the best. But there's no cursing the umpire if you don't like the call.

It's time to swat the fuzzies. International Tennis Open brings the world of big-time tennis to the PC screen. Adapted from the single-player Philips CD-i title originally released more than a year ago, the new two-player version lets you challenge human opponents on either the CD-i or the PC. Game play remains essentially the same, but the CD-i version offers superior graphics.




Challenge the world's best (made up) players to reach No. 1.

As newcomer Victor Player, you challenge four international tennis pros for the world's No. 1 ranking. The game begins with a television-style slide-show opening sequence, which looks best on CD-i, pretty good on PC CD-ROM, and almost like an afterthought on the floppy-disk version.



After the credits, you choose one of the following: Play a single match or a complete tournament, head to the training court, select Victor's nationality (American, British, Dutch, French, German, Italian, Japanese, Spanish or Swedish), or go to a futher options screen. You also decide whether to play matches against the computer or a human opponent.

During play your perspective is a three-quarter view from one end of the court. The graphics are good, although the view never changes and the players' feet seem to moonwalk as they chase after balls. Commentary by veteran sportscaster George Eddy, stadium announcements in the appropriate language, and realistic crowd noise complete the scene.

To serve, you maneuver a small *x* into the service court using the joystick or keyboard's arrow keys, then press a key to mark the spot you're aiming at. Be careful, though—it's all too easy to smack the ball into the net, especially on a first serve.

At the simplest level, you position Victor to hit the ball while the computer automatically swings for you. It's like an enhanced version of Pong, complete with a satisfying *thwok* every time you connect. It's fun, and not as easy as it sounds, particularly for beginners.

You can also set the game to move Victor automatically while you hit the ball by pressing user-definable keys. Baseline players can set the computer to the Defensive setting, while serve-and-volley specialists will like Offensive.

When you get comfortable, you can do it all yourself in Fully Manual mode. Playing like this is the only way to make it to No. 1. Hit a specific key or joystick button to choose backhand or forehand, and execute more complex shots by simultaneously pressing an arrow key or moving the 'stick.

International Tennis Open shows its CD-i heritage with its insistently helpful voice-over instructions and simple controls. You can begin playing almost immediately, but things get plenty challenging at the hardest settings.

On the minus side, although the game's make-believe opponents—American Robert Garett, Spaniard Julio Jimenez, German Thomas Ullman, and Swede Erik Andersen—are pretty realistic, each with his own playing style and court preference, it would have been more interesting to use real players. A women's option would also extend the game's appeal.

But considering the faceless set of pros on the circuit these days, you may find International Tennis Open's made-up players more interesting. For both avid tennis players and hopeless hacks, International Tennis Open is a lot of fun. Who knows? It might even improve your game. (Philips Interactive Media; 800-845-7301; DOS/CD for DOS/CD-i, $49.98)

**☞ Use real tennis strategy whenever possible. Stay on the baseline or rush the net, but don't get caught in no-man's-land. Return to the middle of the baseline after every shot, or risk watching a passing shot sail by you. ☞ First serves come flat and hard. Second serves have more topspin and may land closer to the net. ☞ Practice. Use the ball machine and service trainer until you're ready. The computer opponents are tough, and you don't stand a chance if you're still making unforced errors. ☞ Remember, your choice of tournament determines the court surface. London (Wimbledon) is on grass, which means low, fast bounces and a lot of net play. Paris (the French Open) is on clay, for slower bounces and baseline-to-baseline rallies. New York (the U.S. Open) is played on a hard-court surface, which falls in between the two. Avoid playing your opponents on their favorite surfaces. ☞ To handicap two-player games, the stronger player should play in Fully Manual mode while the weaker player uses Manual Moves.**

Psst!

**386SX/33, 540KB RAM, DOS 5.0, VGA, Sound Blaster 2.0**

| | |
|---|---|
| GAME PLAY: | ² ² ² ² ² |
| GETTING STARTED: | ² ² ² ² ² |
| GRAPHICS: | ² ² ² |
| VALUE: | ² ² ² ² |

**There aren't many PC tennis games, but with International Tennis Open, you won't need any others.**

# Got Panic?

Rated by V.R.C.™
MA-17
Not appropriate for minors
Mature Audiences

Call the **Data East Tipline** for hints and tips on all Data East games!
**1-900-454-5HELP**
.95 first minute/.75 each additional minute

DATA EAST

Data East product information and support is available 24 hours per day on the CompuServe Information Service in the VIDEO GAME PUBLISHERS FORUM (type GO DATA-EAST)
Data East USA, Inc. 1850 Little Orchard Street San Jose CA 95125
Sega and Sega CD are trademarks of Sega Enterprises, Ltd. All rights reserved
Panic!™ © 1994 Sega Enterprises, Ltd

This official seal is your assurance that this product meets the highest quality standards of SEGA™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM

OFFICIAL SEGA SEAL OF QUALITY

TechShop

By Christopher Lindquist

# Software Power-Ups

Disk full

Out of memory error

Insufficient disk space

Abort, Retry, Fail?_

Cannot load COMMAND.COM, system halted

File not found

Drive not ready

Invalid drive specification

Fail on INT 24

General failure reading drive D

You can buy software utilities that do everything from reminding you to pay your bills and wash the dog to recovering fragments of disk space lost to solar flares. With all these helpful programs on the market, you'd think there'd be a few that make for better game playing. Well, you'd be right.

While most any application program could use a little extra memory, more disk space, and improved CD-ROM performance, games and multimedia titles practically scream for these enhancements. That's why we've collected a half-dozen utilities that help you maximize your PC's entertainment performance. Of course, some of these products use techniques that border on black magic, so we can't guarantee that each will work equally well on every computer. But you won't know until you give 'em a try.

## QEMM

*"Not enough memory."* There's nothing more annoying than getting this message when you're loading a great new game. Even though you have 16MB of expensive RAM, the game still demands more of that Special K known as "conventional memory" where all your software runs.

Microsoft remedied the problem somewhat with MS-DOS 5.0, which let you access so-called upper memory (the memory between 640KB and 1MB) to store memory-hogging mouse drivers and the like. Unfortunately, it didn't go very far to help you actually use that memory.

MS-DOS 6.0 did a better job. Its MemMaker function automatically tosses device drivers out of the way into upper memory. Unfortunately, MemMaker isn't as good at freeing up memory as it could be, so it doesn't always leave enough conventional memory available for the most memory-intensive games and multimedia titles.

Luckily, Quarterdeck Office Systems has been working at freeing up memory for almost a decade now, and the Quarterdeck Expanded Memory Manager (QEMM) version 7 has become very good at it. QEMM uses a variety of proprietary techniques to sweep clean as much memory as possible. In practical terms, QEMM can free up a good many more kilobytes of memory than MemMaker (64KB in *E²'s* favorite test system, in fact). That may not sound like a lot, but it may make the difference between effortlessly running your favorite game and mucking around with boot disks and other implements of DOS torture.

One thing to note: A few games don't run well—or at all—with QEMM, so you may still need to use that boot disk. But if you use QEMM's DOS-UP feature, you can easily get around the incompatibility problem by holding down the Alt key while you boot up your system. This triggers a message asking you to press the Esc key to complete the boot process without QEMM. (Quarterdeck Office Systems; 800-354-3260; DOS, $99.95)

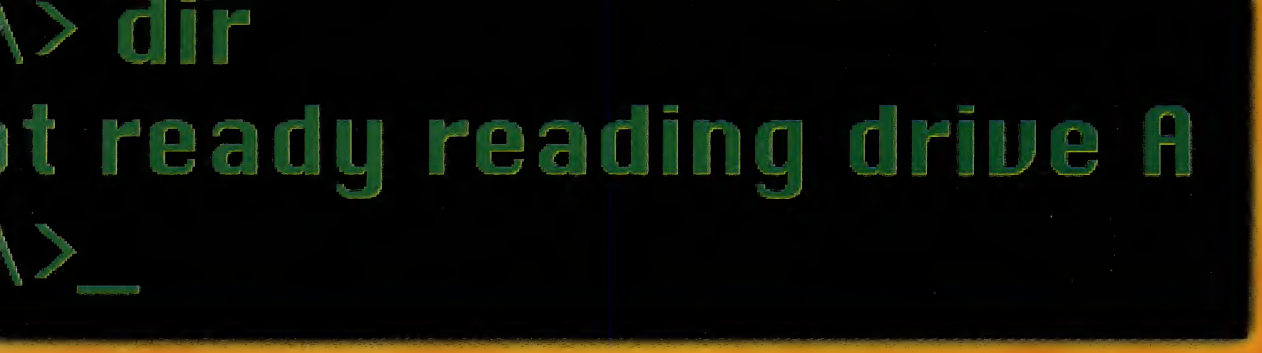
## Multimedia Cloaking

OK. You've loaded up QEMM, run its optimization program, and unloaded all the least-vital device drivers in your system, and you still don't have enough memory. Do you give up? Nope. It's time to brandish the next weapon in the gamer's arsenal—Multimedia Cloaking.

Memory expert Helix Software developed Multimedia Cloaking to free up memory not by moving drivers around but by replacing them with smaller versions of themselves. The software consists of slimmed-down Microsoft- and Logitech-compatible mouse drivers; a small disk cache for improving the performance of CD-ROM, floppy, and hard drives; and a tiny version of MSCDEX.EXE, the CD-ROM driver for DOS.

The result is more conventional memory available to run your games and multimedia titles. We tested several systems and retrieved as much as 18KB of conventional memory and 40KB of upper memory. That's a significant memory boost for today's RAM-hungry games.

Even better, you don't have to pay a lot to




recover that valuable real estate: Multimedia Cloaking lists for less than $40. (Helix Software; 718-392-3100; DOS, $39.95)

## d-Time[10]

Caching—the process of moving data stored in one type of memory, such as a hard disk, into faster memory, such as RAM—has long been used to speed up slow computers. While Multimedia Cloaking's disk cache is adequate, there's an even better solution for CD-ROM drive owners: d-Time[10] from Ballard Synergy. This CD-ROM caching program employs unused hard disk space as well as RAM to do the job.

d-Time[10] sets aside part of your hard drive for CD-ROM data. The first time your program needs information from the CD-ROM, d-Time[10] reads it from the original disc at the drive's normal speed, usually between 150KB and 600KB per second. You'll see improved performance though, when you access that data again. The caching program keeps track of the data you most frequently use during a session and tries to keep that information handy. If d-Time[10] has stored the data on your hard drive, you retrieve it from the disc at hard-drive speeds, which can be 1,000KB per second or faster.

This kind of caching makes a big difference in database applications in which you constantly return to the same small subset of information, but *E*[2] testing shows that d-Time[10] can also speed up games. Video and animations in Millennium Auction were more fluid and appeared on the screen more quickly, for instance, and levels in the CD-ROM version of Corridor 7 snapped into place significantly faster.

If you have a high-performance system with lots of memory and a standard cache, such as Microsoft's SmartDrive, you may not find d-Time[10] worth the money. But if you're having performance problems with your CD-ROM drive, you should certainly take a look. (Ballard Synergy; 800-692-0492; DOS/Windows, $69.95)

## Stacker 4.0

Maybe it's disk space, not memory, that's in short supply on your system. Games and multimedia eat up a lot of real estate on a hard disk. They can quickly clog up even gargantuan monster drives.

To avoid "disk full" messages when you try to install a game, you're typically forced to delete something. So what's the next victim—TIE Fighter or Front Page Sports: Football Pro? If that's too tough a decision to make, maybe you should consider buying another hard drive. Too expensive? Then Stacker is for you.

Stacker is Stac Electronics' data-compression program. It can compress data to less than half its original size, effectively doubling the capacity of your hard disk.

Don't get too excited, though. Data compression doesn't work well on data that is already compressed, such as ZIP files and many graphics files. Lots of multimedia and game titles use such precompressed files, so you'll often see less than 2-to-1 compression with Stacker.

Another potential Stacker drawback: Compressing data as it comes and goes from the hard disk soaks up computer power. While this may not be much of an issue on high-end 486 and Pentium systems, if you still run a 386 or older computer, you may notice a slight slowdown. (Stac Electronics; DOS, Windows, Mac, OS/2; $49.95)

## AnyView Professional

As more and more games and multimedia titles for Windows come out, more often you have to change the number of colors that Windows displays. The process of switching Windows' video drivers to adjust color depth is a hassle, requiring you to exit and restart Windows. Of course, *not* changing color depth can result in high-res images that look like abstract art, or fast-action games that seem to be asleep.

Binar Graphics' AnyView Professional makes things a lot easier. It lets you change video drivers without exiting Windows. Just click on a toolbar icon, and select the resolution and number of colors you want. No need to restart Windows.

If that time-saver alone isn't worth $100 to you, the utility also accelerates Windows graphics by as much as 25 percent and improves memory management to let you run more games and titles simultaneously. AnyView Professional also includes energy-saving power-down features as well as color calibration that allows you to customize display colors. (Binar Graphics; 800-228-0666; Windows, $99.95)

## ProStick

Ever wonder what those extra buttons on your joystick are good for? Just about every 'stick has at least two buttons, and several sport three or four, but what if your favorite game doesn't support the extra controls?

Shareware comes to the rescue. ProStick, from Atlantis Software, is a $10 utility that lets you program your joystick's buttons to perform keyboard commands. It isn't guaranteed to work with every game, but that's the nice thing about shareware—you get to try before you buy.

ProStick lets you not only program the buttons on standard two-button joysticks but also take full advantage of the extra buttons on ThrustMaster's Flight Control System, CH Products' Flightstick Pro, and Logitech's new WingMan Extreme. It can also assign as many as four keyboard commands to positions on the Flightstick Pro's throttle control wheel. The result: Your joystick is more powerful, and you stand a better chance of getting a high score.

Look for ProStick on all the popular online services, including CompuServe. (Atlantis Software; 510-796-2180; PC, $10)

By Ann M. Marcus

# Ergonomically Correct

Do you emerge from your favorite virtual world only to discover that your body is virtually crippled? Your neck aches, your eyes burn, and your carpal tunnel is syndroming. Well, that's the price you pay for a having a good time—or is it?

Just because you spend a lot of time at your computer playing games and enjoying multimedia titles doesn't mean you have to accept repetitive-stress injuries (RSI) and other types of body strain. All it takes to stay happy and healthy is a little attention to ergonomics.

***Ergonomics*** is the science of designing products to accommodate the strengths and limitations of the human body and mind.

Now, home-computer setups are getting the ergonomic treatment. It's about time. After all, if body-conscious designs can improve the performance of real fighter pilots, why shouldn't they do the same for simulated ones?

Ergonomics, originally called human-factors research, can affect the design of nearly every element in your computing environment, from the system itself to the furniture on which it sits; from the lighting above to the chair below.

Computer manufacturers are beginning to realize the importance of ergonomics. Compaq Computer just began putting warning labels on its keyboards advising users to read the safety guide on hand and wrist health that the company packages with each system. Microsoft recently began selling an angled keyboard with special wrist rests. It will also be labeled to remind users to read an enclosed safety guide. Apple Computer packs a booklet called "Set-Up and Important Health-Related Information" with every Macintosh. The booklet spells out guidelines for selecting a computer desk and chair. It also describes and illustrates the proper way to set up and use a computer system.

For example, the booklet recommends that you adjust your chair height so that your feet are flat on the floor. Your keyboard and mouse should be at the same height as your elbows. Set your display so that the top of the screen is at or slightly below eye level, and keep the screen clean.

To minimize eye problems, health specialists say that the screen should be 16 to 30 inches away from your eyes and positioned at a right angle to windows. They also recommend avoiding bright overhead light sources, especially fluorescent lights, which can cause glare.

Unfortunately, much of the ergonomics research accumulated by the American National Standards Institute (ANSI) and other standards organizations concentrate on work-related issues; relatively little information is available on computer game-playing habits and their associated safety-issues. Similarly, most computers, computer peripherals, and computer furniture are designed for office work, not game play and fun.

"In most cases," observes Matt Marsh of the product-development engineering firm IDEO, "the games have evolved faster than the input and output devices." Gamers also spend long hours unaware of their surroundings, only to find themselves twisted up like pretzels.

According to Marsh, you can help prevent a variety of repetitive-stress injuries such as carpal-tunnel syndrome, by using input devices that let your hands remain in a neutral posture (palms turned down and slightly inward, hands relaxed, and fingers bent). Marsh has designed a variety of input devices—trackballs, mice, joysticks, and keyboards—based on IDEO's human-factors research.

More than any product, though, the most important tool for healthy gaming is common sense. Learn your limits. If you get overwhelmed, look away, close your eyes, or take a break. Virtual stress can be just as harmful as real-world stress. When you get tired, stop playing and do something else for a while.

Hey, this is supposed to be fun. Don't let your entertainment become a pain in the neck.

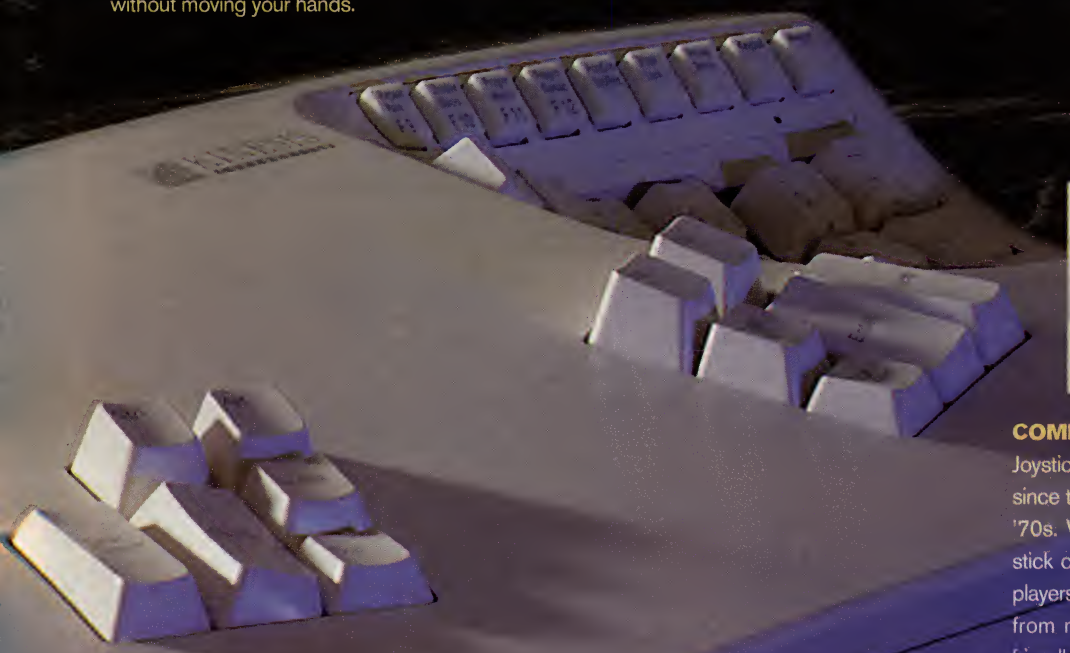
PHOTOGRAPH OF KINESIS KEYBOARD BY WEINBERG & CLARK

### THE KEYS TO GOOD HEALTH

Keep your wrists flat. That's good advice for any hand-related computer activity. Keyboards should be set up so that you don't have to cock your wrists at strange angles to reach the keys. A wrist-support pad can also help position your hands more comfortably. At the extreme are "ergonomic" keyboards, like this one from Kinesis. The keyboard features two key wells, each containing half the alphabetic and function-key complement of a traditional keyboard. The Ctrl, Alt, backspace, Enter, and space keys are divided up and positioned between the key wells so that you can hit them with your thumbs. This way, you can reach every key without moving your hands.

### SITTING PRETTY

If you lean back in your chair while you play, you need extra neck support. You can get it from products like Forminco's recently introduced, orthopedically designed Highback Chair. In addition to preventing whiplash when you play IndyCar Racing, a good ergonomic chair should form itself to your body by letting you adjust the lumbar pad position, seat depth, back angle, height, tilt, and reclining tension.



### COMFORT AND JOY

Joysticks have been the bane of ergonomics ever since the dawn of "Pac-Man wrist" syndrome in the '70s. Wrenching that munching maniac's control stick caused more than a few injuries for addicted players. Now joystick makers are taking some tips from military designers to create more human-friendly joysticks that keep the fingers in a relaxed, curled position and let the wrist rest while you play.

### ADJUST CAUSE

If you play a lot of mouse and keyboard games, be sure that your desk is at the proper height. A height-adjustable desk is best, but at least make sure that you can adjust your chair to put the desktop at elbow height. A mouse pad with a wrist support can also help prevent mouse-wrestling injuries.

### GLARING ERROR

Hours of game playing can strain your eyes as well as your muscles. Keep your screen clean and position lights, especially fluorescents, so they don't shine directly into your eyes or the screen. Rest your eyes for a few seconds every ten minutes—tricky business if you're right in the middle of an X-Wing firefight. A glass or plastic antiglare filter (like this one from Glare Guard) placed over your screen can reduce the strain caused by reflected light.

# TechShop S.O.S.

Hunting down Mac games, playing Sega by modem, and testing prerelease titles.

## Desperately Seeking Mac Games

*I just got connected to CompuServe, and I don't know where I can download games for my Mac. I have found only PC-compatible games so far.*

*I also want to know what "handles" are. Someone asked me about them in an online forum.*

Jorge Valdes
Mexico City, Mexico

**CompuServe may sometimes look like an old-boys' network for the PC set, but there are plenty of Mac games to be had—if you look in the right places.**

**The best spots are Macintosh forums. Type *Go MAUG*, follow the prompts, and select Macintosh Entertainment. The library contains tons of Mac game files. While you're in the forum, you can also post messages asking about other members' favorite games and where you can find them.**

**As for your second question, handles are short names that CompuServe users assume when on the service's CB Simulator. Remember CB radios? Guys with names like Rubber Duck and Big Mama? *Smokey and the Bandit* movies? Trucker songs about places like Wolf Creek Pass? Well, CompuServe's CB Simulator is an electronic re-creation of those wild and woolly days (for a reason that totally escapes us).**

**Using the CB Simulator, you can chat with dozens of other CompuServe users. The people you're talking to see the messages you type right away, rather than waiting for them to arrive by e-mail. This real-time immediacy makes CB Simulator conversations more like phone calls to friends than letters to Mom.**

## Contemplating Saturn

*I am a Sega junkie who would like to know about the compatibility of several upcoming Sega products.*

***1.** Will the 32X and AT&T's Edge 16 be compatible? I assume by the numbers in their names that they won't be.*

***2.** Will the Edge 16 or a similar product be offered for the Sega Saturn?*

***3.** Is there a way to make a single CD-ROM drive play different formats, like Sega CD, Kodak Photo CD, and Mac CD-ROM? Is this a hardware or a software obstacle?*

***4.** On an unrelated matter, will the Power Mac prompt more game releases for the Mac? Those who support Big Blue and its clones have been enjoying most of the multimedia gaming fun.*

Steve Turner
Lakeland, Florida

**Only four questions? You sure you don't have something else you'd like to know? Like where Elvis is hiding? While we're looking for him, let's tackle the easy ones:**

**1.** According to some folks who should know, game modems such as the Edge 16 and the Catapult should work with the 32X Genesis turbocharger. Catapult says it can't guarantee that the first version of its modem will work with the 32X, but the company plans to make it compatible ASAP. And with enterprises like the Sega Channel, Sega seems eager to promote online gaming, so it's unlikely that it would release a bigger, better, faster system that couldn't take advantage of gaming by wire.

**2.** Ditto.

**3.** Yes and no. Most computers and CD-ROM game decks (such as 3DO) let you play Kodak Photo CDs and audio CDs, though you may have to load special software first. Running CD-ROMs from other platforms is a hardware problem that is more difficult to solve. Some solutions are (or will be) available: Several companies are working on add-in cards that will let you run, say, 3DO or Atari Jaguar CD-ROM games on your PC. Just don't expect to buy a single box that will run everything.

**4.** It does look like the Power Mac has captured the attention of quite a few game makers. Apple tells us that before Christmas, more than two dozen Power Mac–optimized games will hit the shelves, not to mention a slew of PC titles that companies such as Electronic Arts, Activision, and Access Software are converting to the Mac and Power Mac.

## Testing, Testing, 1-2-3

*Do large computer and video-game companies hire consumers to test prerelease versions of their games?*

CyberJason
Via America Online

**So, what you really want to know is how to get games early, get them free, and get paid for playing them.**

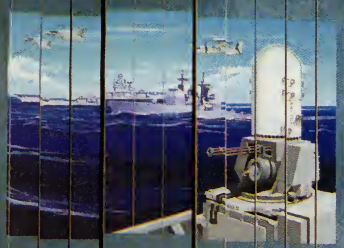
**Any computer or video-game company worth its salt does a lot of testing before it releases a product. Many developers have extensive labs where several testers play games for hours on end. Nice work, if you can get it.**

**Many developers don't like to let early copies of their games (called Beta releases) leave the company premises. That's to minimize the risk of having competitors learn their secrets and to prevent the Betas from being distributed on computer bulletin boards and online services. Game companies sometimes bring in focus groups—collections of consumers who give feedback on the company's game ideas. Occasionally, developers hire part-time game testers. And sometimes companies send reviewers preview copies of their new games.**

**So, if you're looking for free games and pay**

ILLUSTRATION BY DAVID POVILAITIS

# WE REGRET THE APPEARANCE OF THIS AD, BUT THE MILITARY INFORMATION IN THIS NEW GAME HAS ONLY RECENTLY BEEN DECLASSIFIED.

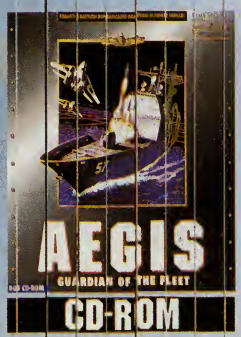


Otherwise, we'd have to ask you to eat the evidence for security reasons.

For a real taste of military action, try leading a navy fleet through heavy Exocet missile attacks in the Falkland War. Or defending against torpedo strikes in the Persian Gulf.

Command an Aegis class cruiser, and all the ships, aircraft and submarines in the fleet. Destroy the enemy in high-tech naval warfare. Rely on state-of-the-art weapons, electronic sensors, artificial intelligence and instinct for survival. And if you're lucky, you will live to do it again.

Introducing *Aegis: Guardian of the Fleet*. Now on CD-ROM. Over 100 missions based on declassified information and actual battles. Live-action video, 3-D cinematic graphics and CD-quality sound effects put you in the heat of battle, as close to reality as national security will allow!




Visit your local retail outlet or call 800-482-3766 to order. This is not a drill. Repeat. This is not a drill.

TIME WARNER
INTERACTIVE GROUP
2210 W. Olive Avenue
Burbank, CA 91506

Software Sorcery
*Where Magic is State-of-the-Art!*

D4S1 08P2

Software Sorcery-"Where Magic is State-of-the-Art!" is a trademark of Software Sorcery.

# Ride like a maniac. Without becoming a kidney donor.

**5 ROADS, 1 AMBULANCE AND 400 MEGABYTES OF REAL, LIFE-THREATENING ROAD FOOTAGE ON CD-ROM. OPEN IT UP. IT'S TIME TO SPREAD YOUR BRAINS ALL OVER THE ASPHALT.**

**CYCLEMANIA®**

**A RACING GAME BY SPORT ACCOLADE**

Cyclemania is a trademark of Accolade, Inc. and is licensed by Compro Games U.K., Ltd. Sport Accolade and the Sport Accolade logo are trademarks of Accolade, Inc. ©1994 Accolade, Inc.

for play, polish your résumé and apply for positions with your favorite game makers and magazines. But don't expect the companies to send you free software just because you ask.

## Which Windows?

*I hear that there is a new upgrade for Windows 3.1. What does it do? How can I get a copy?*

Ken Ouster
Folcroft Pennsylvania

That depends: Which new version of Windows are you talking about? In its infinite wisdom and desire for all your money, Microsoft has introduced at least two new versions of Windows 3.1 and is preparing to release its next generation of Windows, code-named Chicago, which will probably be called Windows 4.0, or possibly Windows 95.

The most recent upgrades to Windows 3.1 are Windows 3.11 and Windows for Workgroups 3.11. Windows 3.11 doesn't offer much that's new. Microsoft says that it released the update with some minor packaging changes to thwart counterfeiters, provide a few new device drivers, and make a couple of minor bug fixes. But unless you're having problems with your current Windows, you can safely ignore Windows 3.11. (OK, OK, I know—everyone has problems with Windows. I mean serious problems.)

Windows for Workgroups 3.11 has several business-oriented improvements, including faster disk and network access. It also comes with built-in networking capabilities and software such as Microsoft Mail, Microsoft Schedule Plus, and Microsoft At Work Fax. You can pick up the Windows for Workgroups upgrade for around $50 at your local computer store, but unless you're desperate for even a small performance boost, planning to install a computer network at home, or just compelled to own everything that Microsoft produces, you don't need to spend the money.

Chicago is another story. This will be the latest, greatest, Gates-est Windows ever, for business and home users. It has a new interface, improved performance, integrated Internet connections, and a host of other too-cool-to-be-true features. Of course, it won't be available until sometime next year, and while it should work with all your current Windows applications, some of your favorite DOS games may not run. But that's nothing compared to the thrill of living on the cutting edge, isn't it? (For a detailed look at Chicago and its new competitors, see "Sweet Home, Chicago" on page 13.)

Want an *Electronic Entertainment* T-shirt? If we publish your letter, you'll get one. Fax, mail, or e-mail your queries to the S.O.S. staff at

- *Electronic Entertainment,* 951 Mariner's Island Blvd., Suite 700, San Mateo, CA 94404
- Fax: 415-349-7781
- CompuServe: 73361,263
- America Online: ElecEnt
- Internet: chrisl@netcom.com
- MCI Mail: 611-7339

Sorry, but we can't send personal responses to every question.

Advertisement

THE BEST GAME CONTROLLERS FOR YOUR SYSTEM

CH Products offers gamers quality joysticks, flight yokes, gamecards, and trackballs for all games and simulations. We've taken our line of IBM peripherals and expanded into Macintosh and 3DO.™ From advanced computer pilots and auto racers to those just taking off, CH Products has the right controller for you, all Made-in-the U.S.A.

CH PRODUCTS

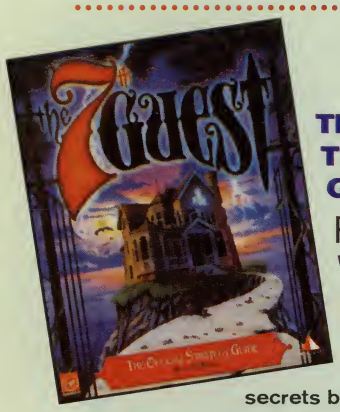
CH Products lets you fly higher, move faster, reach farther!

CH Products / 970 Park Center Drive / Vista, CA 92083
Phone: 619.598.2518 Fax: 619.598.2524

Circle 150 on Reader Service Card

# Electronic Entertainment

## Products

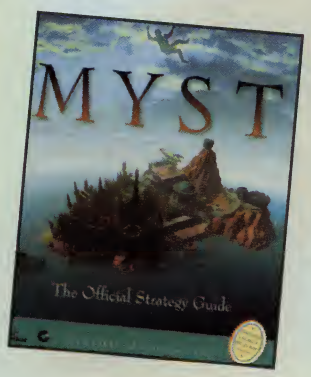



### The 7th Guest: The Official Strategy Guide

Rusel DeMaria

Welcome to Stauf's Mansion...this is your passport into the haunted 3D world of the hottest-selling CD ROM around! Unlock the door to every room and discover all the secrets behind each door. This strategy guide also features exclusive views of many of the rooms in the mansion, shown from new angles not found in the game itself! This is the ONLY authorized strategy guide available and is a must have for fans of The 7th Guest!

Code: BK 301 Price: $19.95




### Myst: The Official Strategy Guide

Rick Barba and Rusel DeMaria

Feeling a bit MYSTified? Ready to discover all the secrets to this MYSTerious island? This is the ultimate guide to answer all your questions about Myst Island and the Ages of Myst. This guide will provide you with a complete fictionalized walkthrough of the game, detailed examinations of the puzzles and the reasoning behind them, and "Quick and Dirty" solutions for those of you in a hurry.

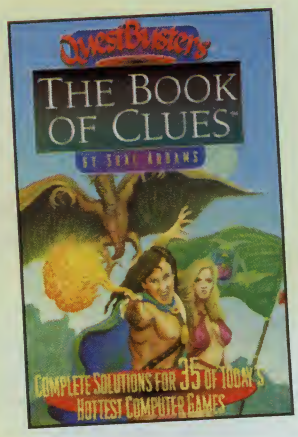
Code: BK 302 Price: $19.95

### Questbusters: The Book of Clues

Shay Addams

Get expert advice from the experts! This book features complete step-by-step instructions on how to solve the quest for 35 of the hottest computer games out there. Includes complete solutions for: Alone in the Dark, Betrayal at Krondor, Freddy Pharkas, Might & Magic: Darkside of Xeen, Realms of Arkania, Space Quest, Ultima Underworld II, Ultima VII: Serpent Isle, and many more!

Code: BK 303 Price: $18.95

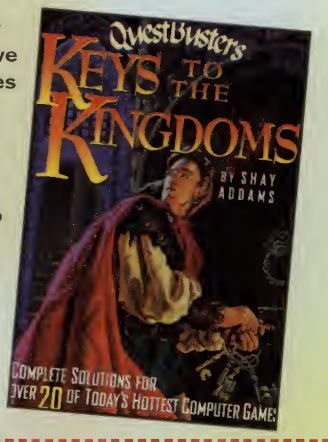



### Questbusters: Keys to the Kingdom

Shay Addams

Another locked door? This is the key you need to unlock the door and solve the puzzle for 24 of the hottest games available. Includes walkthroughs for: Dark Sun: Shattered Lands, Dracula Unleashed, Gabriel Knight: Sins of the Fathers, Police Quest IV: Open Season, Quest for Glory IV, Return to Zork, Sam and Max, The 7th Guest, Star Trek: Judgment Rites, and many more!

Code: BK 304 Price: $18.95




## Electronic Entertainment Products Order Form

**To Order, fill out product order form and mail to:**

Electronic Entertainment
P.O. Box "P"
San Mateo, CA 94402

- Add only $4.00 for shipping and handling ($6.50 to ship to Canada, $9.95 to ship outside U.S.) Add $1.00 for each additional book
- Add sales tax, residence of CA, IL, and NJ only (CA = 8.25%, IL = 6.25%, NJ=6%)

❑ Check/Money Order ❑ VISA ❑ Master Charge

Credit card No._____ Expiration: _____

Signature:_____

Name: _____

Address: _____

City: _____ State: _____ Zip Code: _____

Call 800-360-2228 to order NOW!

| Qty. | Code | Unit Price | Total |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | *Subtotal* | | |
| | *Shipping* | | |
| | *Sales Tax* (CA=8.25%, IL=6.25%, NJ=6%) | | |
| | *Grand Total* (U.S. dollars only) | | |

ORDERS MUST BE PREPAID

EE11/94

# Play With Your Food

## TO WIN MULTIMEDIA PRIZES INSTANTLY

You could win the amazing new Compaq Presario® CDS 520 all-in-one computer or win a CyberMaxx™ virtual reality headset, a Sound Blaster™ multimedia upgrade kit from Creative Labs, hot software or one of over 12,000 mega prizes. Take a byte out of specially marked packages of Keebler Chacho's,™ O'Boisies,® Ripplin's,® Pizzarias,® TatoSkins® and Pretzels. So, just because your mom told you not to play with your food doesn't mean you shouldn't!

**No purchase necessary. See store displays and specially marked Keebler packages for details and official rules.**

Game open to U.S. residents. Game ends 2/15/95. Odds of winning grand prize Compaq Presario® CDS 520-approximate value $1699:1: 400,000. Odds of winning 1st prize CyberMaxx™ headset-approximate value $699:1:333,333. Odds of winning all other prizes 1:1,649. Compaq and Presario are trademarks of Compaq Computer Corporation. ©1994 Compaq Computer Corporation. CyberMaxx is a trademark of VictorMaxx Technologies, Inc. Sound Blaster and the Creative logos are registered trademarks and Discovery CD is a trademark of Creative Labs, Inc. ©1994 Creative Technology Ltd. TIE Fighter game ©1994 LucasArts Entertainment Company. Used under authorization. TIE Fighter is a trademark and Star Wars is a registered trademark of Lucasfilm Ltd. The LucasArts logo is a registered trademark of LucasArts Entertainment Company. 688 Attack Sub and SSN-21 Seawolf are trademarks of Electronic Arts. ©1994 John Ratcliff Theme Park is a trademark of Bullfrog Productions Ltd. Software ©1994 Bullfrog Productions Ltd. Electronic Arts and the Electronic Arts logo are registered trademarks of Electronic Arts. Electronic Entertainment is a trademark of Infotainment World, Inc. ©1994 Electronic Entertainment Magazine. All other trademarks are the properties of their respective holders All rights reserved.

Keebler®

# CareerPath

**TRAIN AT HOME**

*Earn More Money As A Computer Programmer*

- Hands-on-training in today's programming languages
- Instructors available 8-hours-a-day
- All courses home study
- All software and books included
- AICS programs approved by leading companies

Call for free brochure:
**1-800-767-AICS**

AMERICAN INSTITUTE FOR COMPUTER SCIENCES
ACCREDITED MEMBER
World Association of Universities and Colleges

# THE GAME LIVES ON!

The Complete **DOOM** Accessory Pack Volume II

Featuring:

**600 ALL-NEW LEVELS!!**

MAP CREATORS & EDITORS! LOADERS & FRONT ENDS!
SOUND & GRAPHICS UTILITIES! INFORMATION FILES!
ALL NEW SOUNDS & GRAPHICS! CHEAT CODES & HINTS!

IF YOU OWN THE REGISTERED VERSION OF DOOM...
THE HOTTEST GAME OF THE YEAR...
THEN YOU MUST HAVE "THE COMPLETE DOOM ACCESSORY PAK #2".
THIS CDROM ADDS OVER 600 NEWLY COMPLETED LEVELS TO DOOM

**$19.95**
PLEASE ADD $5.00 FOR SHIPPING IN U.S.

#1 SELLING CDROM!

The MARKetplace!
CDROM Specialists
10431 WEST FLORISSANT
ST. LOUIS, MO 63136
800-289-1ROM
314-521-4862

VISA/MC/DISC/AMEX/COD

# FREE BUYER'S GUIDE!

## Interactive Music for your PC or Mac

Now you can enjoy premium quality music on your computer. Choose from thousands of beautiful MIDI music arrangements on disks, sound modules, music & presentation software, MIDI Keyboards, mixers and speakers.

***Give a popular family-oriented alternative to violent computer games.***

The Edirol Buyer's Guide will show you how pro-sounding Roland sound modules and innovative software can enhance creativity and musical experience in your home. Call Toll Free, to our 24 hour orderline at:

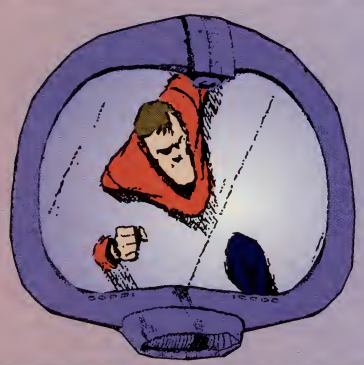
**1-800-380-2580**

EDIROL
"Desktop Music Presentation Products... Direct to you!"

## The Galaxy's Best

# Converters & Descramblers

- **"Stellar" Customer Service**
- **No Equipment Rental Fees**
- **Industry Leader In Cable Equipment**



CALL FOR FREE CATALOG TODAY!

**1 800 624-1150**

MD Electronics
875 S. 72nd St. Omaha, NE 68114

NCCA
Member of National Consumer Cable Association

# CHIPS & BITS

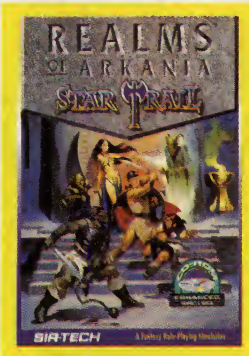
PO BOX 234 DEPT 10136 ROCHESTER VT 05767

Call 800-699-4263 Fax 802-767-3382 Int'l 802-767-3033 Source 10136

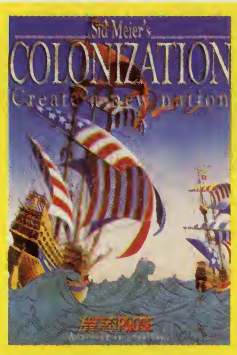
Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price/availability may change.

**OVERNIGHT SHIPPING** in US $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. All sales final. Call for details.

**'FRONT PAGE SPORTS BASEBALL'** With over 500 statistics per player, you'll have all the information needed to manage a team. Develop your own team dynamics, using 1994 Major League Baseball Players. View replays with VCR-like controls and multiple camera angles. **$44**

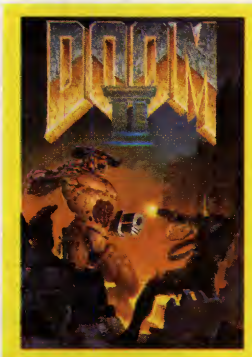



**'STAR TRAIL: REALMS OF ARKANIA'** Your destiny seems uncertain: an ancient feud fueled by a millennia of hatred exists ... the bloodthirsty Orcs are an ever present danger. Offers smooth-scrolling 3D movement, fully animated combat, and over 350 weapons. **CD $46**




**'COLONIZATION'** focuses on one era - the 1500's to 1800's - when the lure of the Americas as well as the possibility of untold wealth was at its peak. Experience the excitement of discovering, exploring and colonizing the New World. Features the addicting game play of Civilization. **$48**

**'KNIGHTS OF XENTAR'** For centuries, war has raged among the demons and fairies, devastating this mystical land. Two knights are chosen for the ultimate battle that decides the fate of heaven and earth. As Desmond you will be striving to overcome menacing foes. **CD $39**




**'DOOM 2'** Sequel to award-winning DOOM, DOOM 2 provides more levels, more demons, more weapons, more excitement and a whole new story line! Stunning graphics, pulse-pounding action and intense gameplay make this the ultimate action game. For up to four players using a LAN. **CD $44**

## *FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from October 1st through November 30th or while supplies last.

### SPEND $75 GET

Airborne Ranger 5.25, Boom Box 3.5/5.25, Dr. Dooms Revenge 5.25, Gunship 5.25, Pirates 5.25, S.C.Out 3.5/5.25, Tinies 3.5/5.25, Microleague Baseball Managers Challenge 5.25, Microleague Football 2 3.5, Time Out Sports Baseball 3.5, MacArthur's War 5.25, Coffee Break Collection CD

### SPEND $150 GET

Railroad Tycoon 3.5, Magic Candle 3 5.25, Mercenaries 5.25, Dragon Force 5.25, Command HQ 3.5, F15 Strike Eagle 2 3.5, Red Storm Rising 3.5, Battles of Destiny 3.5, Heirs to the Throne 3.5, Warlords 5.25

## IBM HARDWARE

| | |
|---|---|
| 500 XJ Epyx Joystick | $8 |
| Advncd Grvs Ults Max | $179 |
| Altec ACS 200 Spkrs | $209 |
| Altc ACS 300 Sp wSb | $239 |
| Audiophl SW 20 A Sb | $139 |
| Auto Cockpit | $159 |
| CH Pro Pedals | $85 |
| CH Pro Throttle | $89 |
| CH Virtual Pilot Pro | $75 |
| Cyberman | $79 |
| Flight Cockpit | $219 |
| Flight Stick Pro | $57 |
| Gravis Anlg Pro Joystk | $33 |
| Jet Stick | $24 |
| Joyswitch | $39 |
| Labtec CS-1200 Spkrs | $84 |
| Labtec CS-1400 Spkrs | $99 |
| MS Flt Sim 5 Grvs Jysk | $49 |
| NEC 3XI Intrnl CD Dr | $459 |
| Pro Audio Spct 16 Bas | $96 |
| Pro Audio Studio 16 | $119 |
| Reel Magic Vid Upgrd | $349 |
| SBlastr 16 MCD ASP | $179 |
| Snd Blaster Pro Value | $85 |
| Snd Galaxy BX2 wSp | $29 |
| Sd Scape 16 Bit Wvtbl | $199 |
| Teac Spr Quad CD Dr | $459 |
| Thrustmst Driving Sys | $111 |
| Thrust FCS Pro UProm | $14 |
| Thrustm FLC Sys F16 | $117 |
| Thrustmst Rudder Sys | $99 |
| Thrust WCS 2 UProm | $14 |
| Universal Cockpit | $219 |
| VFX 1 Vrt Realty Hdgr | $949 |
| Vivid 3D Plus Sound | $89 |
| Vivid 3D Sound | $59 |

## IBM WAR GAMES

| | |
|---|---|
| Aegis: Gurdn Fleet CD | $49 |
| Aide de Camp | $54 |
| Battles of Napoleon | $18 |
| CincPac: Midway | $42 |
| D-Day: End of Beginng | $39 |
| Dreadnoughts Deluxe | $59 |
| Fifth Fleet | $39 |
| Gettysbrg: Intr Batt CD | $42 |
| Napoleonics | $34 |
| Victory at Sea | $43 |

## IBM ADVENTURE

| | |
|---|---|
| 7th Gust 2:11th Hr CD | $51 |
| Accu-Weather Forecstr | $10 |
| Alone in the Dark 3 CD | $48 |
| Blood Society CD | $34 |
| Bureau 13 CD | $39 |
| Cadillacs & Dinosrs CD | $46 |
| Creature Shock CD | $39 |
| Cyberia CD | $46 |
| Daedalus Encountr CD | $46 |
| Dark Forces CD | $48 |
| Death Gate CD | $34 |
| Dinonauts CD | $29 |
| Doom 2: Hell Earth CD | $44 |
| Epic | $32 |
| Full Throttle CD | $42 |
| Harvester CD | $44 |
| Hell CD | $45 |
| Jagged Alliance | $46 |
| Journeyman Sp Ed CD | $47 |
| King's Quest 7 CD | $49 |
| Kronlg : Nazi Paradox | $36 |
| LH Football Utilities | $16 |
| LH Pro Basketball | $36 |
| Lands of Lore 2 | $42 |
| Legend Kyrandia 3 CD | $39 |
| Leisr St Larry Anth CD | $47 |
| Little Big Adventure CD | $47 |
| Lost Eden CD | $39 |
| Lunicus CD | $42 |
| Mission Critical CD | $34 |
| No World Order CD | $24 |
| Noctropolis CD | $47 |
| Out of this World 2 CD | $45 |
| Police Quest 4 CD | $39 |
| Quarantine CD | $39 |
| Quest for Glory 4 CD | $44 |
| Robinsn's Requiem CD | $33 |
| Sam & Max Hit Road | $34 |
| Shadow of Comet CD | $40 |
| Skull Cracker CD | $41 |
| Star Reach | $36 |
| Star Trek 25 Anvrs CD | $54 |
| Star Trk NG Cllt Ed CD | $79 |
| System Shock CD | $47 |
| The Dig | $40 |
| Touche | $39 |
| Tuneland CD | $48 |
| U.S. Atlas | $15 |
| Voyeur CD | $46 |
| Wolf: Hunt or Be Huntd | $39 |

## IBM SIMULATIONS

| | |
|---|---|
| Aces over Europe CD | $38 |
| Aces of the Deep CD | $47 |
| Aces of the Pacific CD | $38 |
| Across Rhine Ex Set 1 | $32 |
| Air Combt Pacific 1942 | $45 |
| Army Air Corps: 1942 | $48 |
| Battle of Britain 2 WIN | $34 |
| Cyclemania CD | $34 |
| Dawn Patrol | $39 |
| Delta V CD | $43 |
| F15 Strike Eagle 3 CD | $48 |
| Falcon 4.0 | $59 |
| Falcon Gold CD | $50 |
| Fighter Wing CD | $39 |
| Fleet Defendr Plus CD | $48 |
| Flight Sim Toolkit CD | $54 |
| Flight Unlimited CD | $48 |
| Great Naval Batt 2 CD | $39 |
| Indy Car Racg AO 1or2 | $22 |
| Inferno DOS or CD | $44 |
| Jet Fighter 3 CD | $48 |
| Kawasaki Super Bikes | $24 |
| Lode Runner CD | $38 |
| M4: Shermn Tank WIN | $34 |
| Max Ovrkill Bundle CD | $53 |
| Mech Frc: Iron Asslt CD | $39 |
| Mechwarrior 2 | $46 |
| Metaltch: Earthsge CD | $47 |
| MS Space Sim 1.0 | $44 |
| Navy Strike CD | $40 |
| Pacific Strike wSph CD | $48 |
| Privateer CD | $47 |
| Red Brn A10 Tk Kllr CD | $39 |
| Sea Wolf | $42 |
| Semper Fi | $44 |
| Sim City Clsc Grph 1&2 | $14 |
| Star Crusader CD | $41 |
| Starlord | $39 |
| Strike Commander CD | $55 |
| Sub Battle Simulator 2 | $39 |
| Subwar 2050 Plus CD | $40 |
| Test Pilot CD | $44 |
| TFX CD | $39 |
| Tie Fighter MD 1or2 ea. | $24 |
| Wing Commder 3 CD | $48 |
| Wing Comm Armda CD | $48 |
| Wings of Glory Enh CD | $48 |
| World Circuit 2 | $42 |
| X-Wing | $39 |
| Zephyr | $45 |

## IBM STRATEGY

| | |
|---|---|
| A Train W Const Set | $36 |
| Advanced Civilization | $35 |
| Archon Ultra | $34 |
| Arctic Baron CD | $29 |
| Battle Isle 2200 CD | $34 |
| Battlecruiser 3000 CD | $48 |
| Breach 3 | $34 |
| Buzz Aldrin Rc Spc CD | $39 |
| Civilization WIN | $48 |
| Colonization CD | $48 |
| Conquered Kingdms 2 | $36 |
| Conquest | $36 |
| Empire Deluxe 2 | $38 |
| Evn Mr Incrd Mch WIN | $28 |
| Fantasy Fiefdom CD | $48 |
| Frantic Factory WIN | $24 |
| Grandest Fleet CD | $35 |
| Harpoon Challengr Pak | $24 |
| Hollywood Mogul | $39 |
| Incredible Machn 2 CD | $39 |
| Jagged Alliance CD | $46 |
| Kingdoms of France | $34 |
| Lost Admiral 2 | $39 |
| Masters of Magic | $41 |
| Masters of Orion CD | $40 |
| Masters of World WIN | $35 |
| Merchant Prince | $37 |
| Outpost Plt Add on CD | $33 |
| Pax Imperia | $39 |
| Perfect General 2 | $36 |
| Power House WIN | $39 |
| Project USA CD | $29 |
| Railroad Tycoon 2 | $39 |
| Romance 3 Kingdms 3 | $39 |
| Serf City: Life is Feudal | $37 |
| Seven Cities Gold 2 | $19 |
| Sim Ant CD | $41 |
| Sim City CD | $47 |
| Sim City 2000 | $36 |
| Sim City 2000 CD | $45 |
| Sim Earth CD | $40 |
| Sim Farm | $29 |
| Sim Health | $25 |
| SimTown CD | $42 |
| The Complete UMS | $44 |
| Victory or Defeat WIN | $42 |
| Vikings 2 | $36 |
| Warcraft CD | $39 |
| Warlords 2 | $29 |
| X-Com: UFO Defns CD | $40 |

## IBM ROLE PLAYING

| | |
|---|---|
| ADD Collect Edition 3 | $19 |
| Absolute Zero CD | $41 |
| Al-Qadim:Genie Curse | $42 |
| Alien Legacy CD | $39 |
| Arborea Jrny Innr Snct | $34 |
| Arena: Eldr Scrolls CD | $45 |
| Blackthorne | $37 |
| Champions | $37 |
| Character Editors (Specify Game) Each | $16 |
| CyberJudas CD | $48 |
| Cyclones DOS or CD | $44 |
| Dark Sun 2: Wk Rvngr | $47 |
| Demon Hunter | $42 |
| Dragon Tales CD | $38 |
| Dungeon Master 2 | $37 |
| Eye of Beholder 3 CD | $42 |
| Gateway Savg Frontier | $32 |
| Hero's of M & M CD | $42 |
| Hexx: Heresy of Wizrd | $29 |
| Intrply's 10 Yr Anth CD | $44 |
| Knights Xentar PG 13 | $44 |
| Knight Xentr NR 18 Upg | $5 |
| Lord of the Rings 2 CD | $38 |
| Lords of Midnight CD | $48 |
| Menzoberranzan | $39 |
| Ravenlft:Strahd's Pssn | $48 |
| Shadow Caster CD | $45 |
| Skyrealms Jorune CD | $39 |
| Star Trail CD | $46 |
| Str Trk Dp Space 9 CD | $41 |
| Star Trek Next Gen CD | $55 |
| Stonekeep CD | $46 |
| Superhr Lg. Hoboken | $34 |
| Syndicate Plus CD | $40 |
| Ultima 7 Series CD | $39 |
| Ultima 8: Pagan | $46 |
| Ultima 8 CD w/spch pk | $47 |
| Ultima Uwrld 2 Lbyrnth | $48 |
| World of Xeen CD | $40 |

## CDi

| | |
|---|---|
| 7th Guest Digital Video | $54 |
| Addams Family Values | $22 |
| CD-I 200 Magnvx Plyr | $359 |
| Dragn Lr 2:Tm Wrp Vd | $46 |
| Microcosm Digital Vid | $46 |
| Rainman Video Movie | $24 |

## IBM ADULT INTERACTIVE

| | |
|---|---|
| Come Play With Me CD | $36 |
| Demolition Woman CD | $47 |
| Desktop Mistress CD | $49 |
| Digital Dancing CD | $36 |
| Dream Machine CD | $54 |
| Fantsies Interactive CD | $35 |
| Fox Pack CD | $37 |
| Girlfriend Teri (R) | $49 |
| Hot Slots CD | $39 |
| Intrct Adv Semr Butts 2 | $59 |
| Intr Girls: Jo Guest (R) | $49 |
| Interactive Lovers CD | $45 |
| Int'l Strip Poker CD | $24 |
| Ladies Clb Pkr Nt CD | $35 |
| Mustang Interactive CD | $49 |
| Neurodancer CD | $54 |
| Nick Steele P.I. CD | $59 |
| Nightwatch Intrct 2 CD | $45 |
| Passenger 69 CD | $47 |
| Penthouse Intract 3 CD | $64 |
| Strip Poker Pro (R) | $33 |
| Virtual Vegas CD | $20 |
| Winner Takes All CD | $39 |

## IBM ADULT MOTION

| | |
|---|---|
| Adlt Movie Almanc CD | $59 |
| Bikini Beach CD | $44 |
| California Calendar CD | $29 |
| Curse of Catwoman CD | $24 |
| Dirty Debutantes CD | $28 |
| Divorce Law (R) CD | $22 |
| Ecstacy CD | $34 |
| Forever CD | $26 |
| Group Therapy CD | $39 |
| Hot Body Intractive CD | $59 |
| Love Bites CD | $26 |
| Married Women CD | $39 |
| Menage A Trois CD | $26 |
| Mind Shadows CD | $25 |
| Nasty Nurses CD | $39 |
| Orient XPress CD | $29 |
| Pleasing Your Lovr CD | $25 |
| Rain Women CD | $48 |
| Topless Dancer CD | $29 |
| Urotsukidoji CD | $25 |
| Virtual Vivid CD ROM | $12 |
| Wickd Q-Tm Movie CD | $39 |
| Women Bvrly Hills CD | $39 |



Electronic Entertainment MARKETPLACE

## JBT SYSTEMS INC.

374 Fee Fee Road.
St. Louis, MO 63043 USA

800-288-9475 Sales
314-344-0845 Int'l
314-344-0879 Fax

Great Specials on
Software Vault, PIXIS, and Romsoft titles!

*Receive either UPS Ground Shipping or a PIXIS CD sampler free of charge with orders of 3 CDs or more!!*

| | | | | | |
|---|---|---|---|---|---|
| | | | Doors of Passion II | $25.00 | MS Bookshelf 1994 $49.00 |
| | | | Dream Machine I | $43.00 | MS Encarta 1994 $59.00 |
| | | | Emerald Collection;Software Vault | $15.00 | Myst $55.00 |
| | | | Flame | $25.00 | Neurodancer $39.00 |
| | | | Gabriel Knight | $26.00 | Nightowl 13 $25.00 |
| | | | Hot Hunks | $29.00 | Nightwatch 1 & 2 $35.00 |
| | | | House of Sleeping Beauties | $25.00 | PIXIS Sampler $5.00 |
| | | | Iron Helix | $26.00 | Phonedisc $99.00 |
| Amateur Models Vol 1 | $19.00 | Journey Man | $35.00 | Platinum Collection | $15.00 |
| Amateur Models Vol 2 | $28.00 | Lawnmower Man | $29.00 | Priority Male | $15.00 |
| Arsenal Files | $15.00 | Maddog Mcree | $19.00 | Quantum Gate | $26.00 |
| Buttman's European Vacation | $22.00 | Maddog Mcree II | $39.00 | Return to Zork | $24.00 |
| Come Play With Me | $30.00 | Maddams Family | $39.00 | Scissors N Stones | $29.00 |
| Compton's New Century Ref. | $25.00 | Manpower | $29.00 | Studs | $29.00 |
| Critical Path | $26.00 | Megarace | $26.00 | Virtual Vixens | $49.00 |

# MOVING?

Let us know your change of address (subscribers only).

OR WRITE TO:
Electronic Entertainment
P.O. Box 59710
Boulder, Co 80322-9710

Call us!

1-800-688-4575

# CD-ROM ACCESS

27361 Moody Road
Los Altos, CA 94022

TEL: (415) 941-2400
FAX: (415) 941-4900

**Over 1,000 PC and MAC titles in stock, ready to ship.**

| | | | |
|---|---|---|---|
| 3D Dinosaur Adventure MPC | $35 | New Family Bible MPC/MAC | $35 |
| 5 Foot 10 Pack vol 1 or 2 DOS/MPC | $29 | Normandy: The Great Crusade MPC | $37 |
| Aegis: Guardian of Fleet DOS | $49 | Ocean Life: Micronesia(2) MPC/MAC | $39 |
| Alge-Blaster 3 MPC | $39 | Oregon Trail MPC/MAC | $42 |
| Allie's Playhouse MPC | $39 | Peter Pan: Story Painting MPC/MAC | $39 |
| America Adventure MPC | $35 | Redshift MPC/MAC | $49 |
| Animals: SDZ MPC/MAC | $17/25 | Ruff's Bone MPC/MAC | $39 |
| Bailey's Book House DOS/MPC | $35 | Sam & Max Hit the Road DOS | $42 |
| Beethoven's 5th MPC | $35 | Small Blue Planet MPC/MAC | $42 |
| Busytown MPC | $29 | Street Atlas USA 2.0 MPC/MAC | $89 |
| Commanche CD DOS | $44 | Tale of Peter Rabbit MPC/MAC | $19 |
| Critical Path MPC | $35 | The Tortoise & the Hare MPC/MAC | $39 |
| Global Explorer MPC | $59 | Twain's World MPC | $29 |
| Gus Goes to Cybertown MPC | $19 | Ultima I-VI DOS | $35 |
| A Hard Day's Night MPC | $25 | Ultima VII Complete DOS | $35 |
| In the Company of Whales MPC | $39 | Video Movie Guide 1994 MPC | $25 |
| Jazz: A MM History MPC | $35 | Viking Opera Guide DOS | $49 |
| Kids Can Read! (11 titles) MPC/MAC | $15 | Panasonic CR-563 drive | $139 |
| Learn to Play Guitar MPC | $29 | Panasonic CR-562B external | $219 |
| Leonardo the Inventor MPC | $35 | Toshiba XM-3401B SCSI drive | $279 |
| Medieval France MPC | $45 | Audio cables | $12 |
| Myst MPC/MAC | $49 | CD Caddies (USA/Japan) | $4.50/$5.00 |

**We specialize in quality reference, educational, games, children's, desktop publishing and shareware titles.**

**Order Line: 1-800-959-5260**
**7-7 M-F 8-5 Sat PST VISA/MC/DISC/AMEX**

# SOFTWARE SUPPORT INTERNATIONAL

## Your Reliable Source of IBM/PC CD-ROM Software At Rock-Bottom Prices!

ENTERTAINMENT

| | |
|---|---|
| 7th Guest | $22.95 |
| Best of Microprose | $21.95 |
| Championship Wrestling | $11.95 |
| Choas Continuum | $20.95 |
| Conspiracy | $24.95 |
| Critical Path | $23.95 |
| Cyberrace | $22.95 |
| Dagger of Amon/Laura Bow 2 | $22.95 |
| Deathstar Arcade Battles | $9.95 |
| Dune | $26.95 |
| Eric the Unready | $24.95 |
| Gabriel Knight | $26.95 |
| Games 1994 | $24.95 |
| Games Galore | $11.95 |
| Golden Immortal | $14.95 |
| Hugo's House of Horrors | $9.95 |
| Indy Jones/Fate of Atlantis | $26.95 |
| Iron Helix | $23.95 |
| Jutland | $22.95 |
| King's Quest 6 | $21.95 |
| Mad Dog McCree | $23.95 |
| Mad Dog McCree 2 | $37.95 |
| Mantis | $15.95 |
| Magic Death | $16.95 |
| Maniac Mansion 2 | $27.95 |
| MVP's Game Jamboree | $9.95 |
| Myst | $49.95 |
| Return to Zork | $26.95 |
| Secret Monkey Island | $15.95 |
| Secret Weapons Luftwaffe | $15.95 |
| Sirius 5 Foot 10 Pack | $33.95 |
| Space Quest 4 | $17.95 |
| Star Wars/Rebel Assault | $46.95 |
| Stellar 7 | $20.95 |
| Who Killed Sam Rupert | $16.95 |
| Who Shot Johnny Rock | $39.95 |
| Willy Beamish | $15.95 |
| Wiz-Pak 6-Pak | $12.95 |

EDUCATIONAL

| | |
|---|---|
| Arthur's Teacher Trouble | $19.95 |
| Audubons Mammels or Birds | $17.95 |
| Carmen World Deluxe | $24.95 |
| Dinosaur/Space Adventure | $23.95 |
| Dinosaurs! Multimedia Enc | $18.95 |
| Dinosaur Safari | $18.95 |
| Ecoquest | $25.95 |
| Family Zoo | $19.95 |
| Family Education Collection | $22.95 |
| Fatty Bear's Fun Pack | $17.95 |
| Interactive Storytime v1 | $14.95 |
| Just Grandma and Me | $18.95 |
| Languages of the World | $19.95 |
| Learn DOS For Fun | $11.95 |
| Kids Zoo/Undersea Adven | $22.95 |
| Microsoft Dinosaurs | $32.95 |
| MacMillan Dictionary/Kids | $22.95 |
| Mammals (Nat Geo.) | $21.95 |
| Our Solar System | $9.95 |
| Putt Putt Joins Parade | $18.95 |

REFERENCE

| | |
|---|---|
| Amer Business Phone 6/92 | $12.95 |
| Colossal Cookbook | $9.95 |
| Complete Bookshop | $9.95 |
| Complete Legal Guide | $9.95 |
| Compton's Interactive Enc | $26.95 |
| Computer Reference Library | $9.95 |
| Cookbook Heaven | $14.95 |
| Desert Storm | $18.95 |
| Dictionaries & Languages | $9.95 |
| Direct Phone | $75.95 |
| Encarta, Microsoft | $51.95 |
| Family Doctor | $19.95 |
| Gardening | $9.95 |
| Guinness Records 1991 | $14.95 |
| Magic Chef Cookbook | $9.95 |
| Mayo Clinic | $18.95 |
| Select Phone | $144.95 |
| Time Almanac / 1990 | $14.95 |
| Total Baseball 1994 | $19.95 |
| World of Trains | $25.95 |

PUBLISHING

| | |
|---|---|
| Clipart Heaven 2 | $23.95 |
| Clipart Warehouse | $9.95 |
| Corel Draw 3.0 | $49.95 |
| GIFs Galore | $18.95 |
| Home Designer | $31.95 |
| Printshop Ensemble | $79.95 |
| Publishers Paradise Pro | $22.95 |
| Too Many Typefonts | $9.95 |

PROGRAMMING

| | |
|---|---|
| Encyclopedia of Sound v1 or v2 | $9.95 |
| Sound Library 2 | $11.95 |
| Sound Sensations | $9.95 |

TRAVEL

| | |
|---|---|
| Precision Mapping | $69.95 |
| World Traveller | $9.95 |

WINDOWS

| | |
|---|---|
| CICA Microsoft Windows | $13.95 |
| Windows 1994 | $23.95 |
| Windows Master | $17.95 |
| Winplatinum | $12.95 |
| Windowware | $9.95 |

RELIGION

| | |
|---|---|
| Bibles & Religion | $9.95 |
| Holy Bible & Christian SW | $16.95 |

MUSIC

| | |
|---|---|
| Midi & Wave Workshop | $11.95 |
| Midi Music Shop Pro | $16.95 |
| Music Box 1994 | $11.95 |
| Music Toolbox | $11.95 |

MISCELLANEOUS

| | |
|---|---|
| CD Caddies | $5.95 |
| CD Jewell Cases | $0.95 |
| Action! | $11.95 |
| Coffee Break Collection | $14.95 |
| Ham Radio | $9.95 |
| Hot Women - Hot Cars | $11.95 |
| Kodak Photo Access | $15.95 |
| Lotus 1-2-3 v1.1 | $41.95 |
| Multimedia Mania | $9.95 |
| Multimedia Platinum | $9.95 |
| Night Owl V12 | $23.95 |
| PC Sig Library V13 | $21.95 |
| Shareware Explorer (4 CD's) | $34.95 |
| Shareware Overload Trio | $19.95 |
| Software Vault 2 | $12.95 |
| So Much Shareware 4 | $19.95 |
| Wild Places | $17.95 |

**USA & CANADA CALL TOLL FREE TODAY!**

**1-800-356-1179**

**Major Credit Cards Accepted**

**Adult Titles Available**

U.S. residents of 48 States - add $5.50 per order for ground shipping. All others may call for shipping costs. Call or write for our latest free catalog . Software Support International 2700 N.E. Andresen Rd. #A-10 Vancouver Wa. 98661

# Free Catalog!

**Call: 1-800-876-3475**

Reasonable Solutions'® affordable software for IBM PCs & compatibles.

- Best shareware available anywhere
- Hundreds of DOS & Windows programs for the entire family
- Always the latest versions
- Guaranteed Virus-Free
- Best technical support
- Lowest prices

*Yes, please rush me a free catalog.*

Name _____

Company _____

Address _____

City _____ State _____

Zip _____ Phone _____

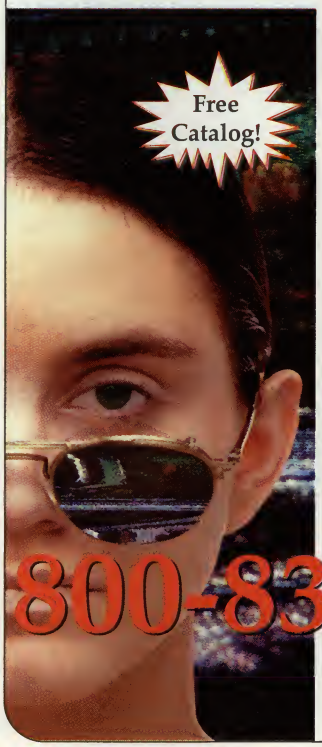
EE 10/94

Reasonable Solutions®, Inc. 1221 Disk Drive, Medford, OR 97501-6639
Phone (503) 776-5777 / FAX (503) 773-7803 / Orders (800) 876-3475

***Call, fax or write for your free Reasonable Solutions® software catalog today!***

# Escape HIGH Cable Bills

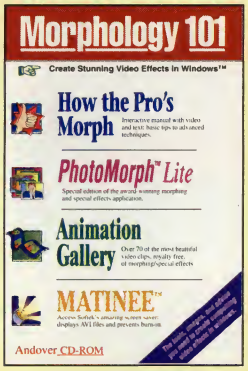
## Cable Converters & Descramblers




- Delete costly cable bills by purchasing your own cable box!
- Call to receive the best in Prices and Customer Service.
- Open your eyes and see the *vision*, Multi-Vision.

**800-835-2330**

**Multi-Vision Electronics, Inc.**
12105 W. Center Rd. Suite #364
Omaha, NE 68144




# Digital Movie Magic

**for Under $30**

**...in a Windows CD-ROM**

Here is a CD-ROM with the tools, images, and advice you need to create stunning video special effects. Included in Morphology 101 are:

- A 33 page interactive tutorial on professional morphing techniques.
- PhotoMorph Lite...version of the Morphing and Special Effects product, awarded "Best of Year" by PC Magazine.
- Over 70 dramatic digital video clips of the world's best video effects plus over 300 images
- MATINEE turns (AVI) video clips into screen savers.

Andover
Advanced Technologies

*Call*
**1-800-274-9674**

SPOTLIGHT SOFTWARE™

the ENTERTAINMENT COLLECTION

Unseal the HOTTEST games on the market today.

**All on one CD-ROM!**

Hundreds of arcade games, war games, flight simulators, casino games, adventure games, role playing, puzzles & much, much more!

• For Windows & DOS •

**At all Babbage's, CompUSA & Electronics Boutique locations.**

To order direct Call 800-893-1777
(Dealer inquiries invited)
1042 S. Oliver, Wichita, KS 67218
Phone: 316-683-4949 Fax: 316-683-9104

# Adult CD-ROMS

We BEAT ANY Advertised Price!

## SUPER SAVER X-MAS BUNDLES!!

**Maddams Bundle 3 CD ROM Titles . . . $99**
(Maddams Family, Baby's Got Butt, Inferno)

**Vampire Bundle 2 CD ROM Titles . . . . $99**
(Vampire's Kiss, Virgins)

**Virgins Bundle 3 CD ROM Titles. . . . . $99**
(Virgins, "A" Series, Barlow Affairs)

**Gorgeous Girls Bundle 3 CD ROMS. . . $99**
(Virgins, Elite American & European Girls)

**Dream Bundle 3 CD ROM Titles . . . . . $99**
(Dream Machine, Baby's Got Butt, Inferno)

**Seymore Bundle 3 CD ROM Titles . . . . $99**
(Seymore Butts, Baby's Got Butt,Barlow Affairs)

**Adult Sampler CD . . . . . $9.95**

Pick of the Month
**Vampire's Kiss**
Finally full screen video! Journey through the corridors of the vampire's ancient virtual 3-D castle. Your actions determine the outcome.

**Maddams Family**
"...offers one of the better examples of how adult CD-ROMs are interactive."
CD-Rom Today Magazine
June 1994

FREE CATALOG

**Virgins**
"...excellent girls! excellent scenes!"
AVN Magazine
1994

## INTERACTIVE CDs

| | | |
|---|---|---|
| Vampire's Kiss | ...new... | $59 Full Screen Video! |
| Maddams Family | | $45 |
| Virgins 1 & 2 | | $45 ea. new |
| The Barlow Affairs | | $35 |
| Inferno | | $35 |
| Dream Machine | | $54 |
| Seymore Butts | | $50 |

## PHOTO DISCS

| | |
|---|---|
| Elite American Girls-Volumes 1&2 | $35 ea. |
| Elite European Girls-Volumes 1&2 | $35 ea. |

## DIGITAL MOVIES

| | |
|---|---|
| The "A" Series Volume 1 & 2 | $25 ea. new |
| Baby's Got Butt | $25 |
| Hidden Obsessions | $25 |

Check/Money Order to:
CD Discount
21115 Devonshire
St. #304
Chatsworth, CA
91311

Domestic:$5.95 for shipping & handling.
Must be 18 or older to order.
Void where prohibited and restricted.

**Orders : 800-990-9077**
**Foreign orders: 818-772-6969**
**Fax orders: 818-773-8314**

# Let Us Blow Your Hardware Away!

**TERI WEIGEL • TRACI LORDS • SAVANNAH**

Taylor Wayne • Bianca Trump • Ashlyn Gere • Tianna Taylor
Jeanna Fine • [illegible] • Deena Duos • Zara White • LuLu Devine • Chessie Moore
Ashley Nicole • [illegible] • Cassidy • Alicia Rio • [illegible] • Tawny Peaks • Crystal Storm
[illegible] • Ashley Sinclaire • Dev[illegible]dora Peaks

Adult CD-ROM's As Low As $29.88

### PHOTO CD'S

| | | |
|---|---|---|
| 952 | Wicked w/Kodak Access Software | $69.88 |
| 961 | Mark of Zara | $49.88 |
| 962 | Cat & Mouse | $49.88 |
| 965 | Hooter Heaven | $49.88 |
| 966 | Double Play I | $49.88 |
| 967 | Double Play II | $49.88 |

### INTERACTIVE CD'S

| | | |
|---|---|---|
| 963 | Penthouse Interactive | $129.88 |
| 974 | Adult Movie Almanac | $99.88 |
| 958 | Seymour Butts | $69.88 |
| 969 | Scissors-n-Stones | $69.88 |
| 957 | Paradise Club Interactive | $49.88 |
| 959 | Digital Dancing | $59.88 |
| 950 | Nightwatch Interactive | $59.88 |
| 968 | Dream Machine NEW | $69.88 |
| 971 | After Midnight Screen Saver NEW | $59.88 |

### MULTIMEDIA MOVIES

| | | |
|---|---|---|
| 976 | The Other Side of Chelsea NEW | $49.88 |
| 977 | Deception NEW | $49.88 |
| 980 | Hidden Agenda NEW | $49.88 |
| 975 | Beverly Hills 90269 NEW | $49.88 |
| 978 | Murphie's Brown NEW | $49.88 |
| 979 | The Fisherman's Wife NEW | $49.88 |
| 954 | Wicked | $39.88 |
| 955 | Betrayal | $39.88 |
| 956 | Cat & Mouse | $39.88 |
| 947 | The House of Sleeping Beauties | $49.88 |
| 960 | The Legends of Porn 2 | $29.88 |
| 972 | Traci, I Love You | $29.88 |
| 973 | New Wave Hookers | $29.88 |
| 981 | Secrets | $29.88 |
| 982 | Hidden Obsessions | $29.88 |

GUARANTEED LOWEST PRICE! WE MATCH ANY ADVERTISED PRICE!!

### ALSO AVAILABLE:

- Free Color Catalog
- Free Tech Support
- The Cyberotica BBS (305) 428-0012
- Year-Round Contests and Discounts (Win Free CD's!)
- 3-Some & 4-Way Bundles with Special Pricing
- Usage Free Photo CD's

**MUST BE 21 TO ORDER**

TOLL FREE: **800-354-5353**
ORDER FAX LINE: **305-426-9801**
Foreign Orders & Dealers: **(305) 426-4552**

ALL FAX & MAIL ORDERS RECEIVE FREE 2ND DAY UPGRADE
Dept. 89 / P.O. Box 4188 Deerfield Beach, FL 33442

STAR WARE

# MISSION CONTROL

**MISSION CONTROL HAS THE LARGEST SELECTION, BEST PRICES AND THE BEST SERVICE.**

**(800) 999-7995**

**FREE SAMPLER** With An Order over $99.

P·I·X·I·S INTERACTIVE

NEW MACHINE PUBLISHING

## Vivid Interactive
The Interactive Revolution is Here!

### Virtual Vixens 2: Space Sirens $69

The Saga Continues! The most provocative interactive CD-ROM ever created! As a space privateer you are at the helm of your solo craft in search of rare alien artifacts for well paying galactic collectors. Responding to a distress signal, you are lured by the irresistible song of the Space Sirens emanating from a mysterious space station. You venture into the domain of the alluring and beautiful Space Sirens only to realize that you've been entrapped in VR chamber to fulfill their every desire or remain a sex slave on the station forever. Engage in a search and fulfill mission in an erotic interactive odyssey.

HOT NEW RELEASE!

### Virtual Vixens $54

You must save your friend from the evil Crystal, who has imprisoned him in a VR Pleasure World. You must get past three beautiful women before you can reach Crystal, and solve the mystery of her strange, exotic existence. Features 3D animation and graphics combined with high quality live motion video and a virtual realistic interface.Requires: 486, SVGA, 4 MB free hard disk space, 8 MB Ram.

### NeuroDancer $39

Roam the NeuroNET by hacking into the forbidden worlds of dark mysteries, danger, and sexuality. Featuring 3D animation, interactive game-play, TFUI Interface and live motion video.

### House of Sleeping Beauties $29

Imagine a place where you could sleep next to the women of your dreams and dream your most erotic thoughts Lie beside Jamie Summers, Savannah, perhaps Madison or Flame.

### Buttman's European Vacation $29

Imagine a place where you could sleep next to the women of your dreams and dream your most erotic thoughts Lie beside Jamie Summers, Savannah, perhaps Madison or Flame.

### Adventures of Seymore Butts II$69

2 CD Set! Seymore is at it again. He is out looking to mate with the girls of his dreams and he requires your help. You will be able to navigate Seymore's camera to some interesting places. This game will challenge you. Are you up for it?

### Dirty Debutantes $49

Interact with Adult Stars while they were still amateurs in this erotic game shot by Ed Powers. If you don't make the right choices, Ed will get it. First timers on CD Rom include include Tabatha Cash, Chelsea Lynx, Teri Weigel, Rocco Siffredi, Jake Steed, Francesca Le and Mimi Myagi.

### NightWatch II $49

NightWatch 2 Inter-active puts you in control as you explore the sex-styles of the rich and shameless. But keep an eye out for her boss Dick- if he catches the two of you fooling around on the job, you'll have to decide her punishment.

### Traci, I Love You! $29

Traci Lords returns in her most erotic and controversial film ever. Can any man possess the sexual essence of this nymph? Traci's last Adult movie! Collect it now!

**PRIVATE**

Imported & Published Exclusively by New Machine

### The Lady in Spain $39

Feel the sensual heat when 3 gorgeous girls win a fantasy weekend in sunny Spain.

### Video Magazine I $39

Private Video Magazine #1 sold over 50,000 copies in Europe. Now available on CD Rom! Beautiful models and high production values.

### Racquel Released $29

Stunning Racquel Darrian is being awatched by an admired.... and she loves showing off what she's got for him, and you!

### The Legend of The Kama Sutra $29

Learn the ancient Indian love making teachings of the Kama Sutra and watch our prince expand the boundaries of sexuality.

### Winner Takes All $39

Dare to make a bet? The more you win, the more these beautiful girls lose....their clothes that is.

**INTERACTIVE FRIENDS INTRODUCES ITS THREE-VOLUME SERIES**

**WILDEST DREAMS!**

**$49 EACH, OR ALL THREE $129**

if

Exclusively Distributed By Mission Control!

**Brings new meaning to Interactive Hot Buttons. The first Adult Interactive experience that puts you in the *DIRECTOR'S CHAIR*. Create your own digital film by selecting from the hottest scenes. Control your video and audio point of view.**

### INTERACTIVE

101 Sexual Positions . . . . 39
101 Sexual Postions 2 . . . 39
Adult Movie Almanac . . . . 59
Adult Sampler . . . . . 14
Adventures of Seymore . . . 49
Condo Cuties . . . . . 44
Digital Dancing . . . . . 39
Dirty Debutantes . . . . . 59
Doors of Passion . . . . . 49
Dream Machine . . . . . 69
Hot Wire . . . . . 59
Maddam's Family . . . . . 49
Massive Melons . . . . . 69
NeuroDancer . . . . . 49
Night Watch . . . . . 39
Pixis Adult Sampler . . . . . 14
Samuri Pervert *NEW* . . . 69
Scissors N Stones . . . . . 39
Seymore Butts . . . . . 49
Virgins . . . . . 39
Virgins 2 . . . . . 49

### ADULT GIF CD'S

3D Darlings . . . . . 29
3D DreamGirls . . . . . 29
Adult Palate Vol. 2 . . . . . 39
Adult Reference Library . . . 39
All Night Long . . . . . 39
Amateur Models 2 . . . . . 39
Amateur Models . . . . . 39
American Girls . . . . . 39
American Girls 2 . . . . . 39
Asian Ladies . . . . . 39
Asian Palate . . . . . 29
Biker Babes . . . . . 39
Blonde Bombshells . . . . . 39
Bodacious Beauties . . . . . 44
Busty Babes 2 . . . . . 44
Digital Dreams . . . . . 44
Double Play 1 . . . . . 49
Erotic Encounters . . . . . 39
Girls of J. Stephen Hicks . . 29
Girls of Vivid 2 . . . . . 24
Girls of Vivid . . . . . 24
Girls on Girls . . . . . 39
Heidi's Girls 2 . . . . . 39
High Volume Nudes . . . . . 39
Hot Hunks . . . . . 49
More Northern Delights . . . 44
Northern Delights . . . . . 39
Sizzle Screen Saver . . . . . 19
Southern Beauties . . . . . 39
SuperModels Fantasies . . . . 39
Sweet Dreams Stills . . . . . 29
Tropical Girls 3 in 1 . . . . . 39
Venus Model Search 94 . . . 44
Vivid Sampler . . . . . 14
Women on Wheels . . . . . 39

### MOVIES

A Pussy Called Wanda 2 . . 29
Amorous Asian Girls . . . . 39
Baby's Got Butt . . . . . 29
Best of DTC Vol. 1 . . . . . 39
Best of Inferno . . . . . 29
Best of Vivid . . . . . 49
Bikini Beach . . . . . 39
Blonde Justice . . . . . 29
Busting Out . . . . . 49
Cafe Flesh . . . . . 29
College Girls . . . . . 39
Coven . . . . . 29
Curse of the Catwomen . . 29
DTXTX Teaser . . . . . 14
Frat Girls of Double D . . . 39
Girls of Mardi Gras . . . . . 39
Graduation From F.U. . . . . 39
Hidden Obsessions . . . . . 29
House of Dreams . . . . . 39
Immortal Desires . . . . . 29
Insatiable . . . . . 29
Legend 4 . . . . . 29
Legends of Porn II . . . . . 29
Mask . . . . . 29
Mind Shadows . . . . . 29
Mystique of Orient . . . . . 39
New Wave Hookers . . . . . 29
Night Trips . . . . . 29
Racquel Released . . . . . 29
RainWomen . . . . . 39
Secrets . . . . . 29
Sex . . . . . 29
Stars Japanese Porn . . . . 49
The Barlow Affair . . . . . 29
The Face . . . . . 29
Urotsujidoji Overfiend . . . 49
Wicked . . . . . 29
Wicked Whispers . . . . . 39
WACS . . . . . 39

**Phone (201) 783-3600 • Fax (201) 783-3686 • Call Our FAXBACK Line From Your Fax Machine (201) 783-3374**

**Please Specify Mac or IBM. Orders Shipped Discreetly. We do NOT sell our Mailing List! We Specialize in International Sales! Please mention this ad when ordering.**

**Send Orders To: Mission Control • 7 Oak Place • EE1194 • Montclair, NJ 07042. MC, Visa, Discover, Checks & Money Orders.**

**Checks held 14 days. Please Include Phone # /Shipping $5 UPS/$7 Two Day/ Int'l Shipping $20 Minimum. Over 21 To Order Adult Products.**

# Finishing Moves

Don Steinberg

## Celebrities At Double Speed

Clint Eastwood, Stephen Hawking, Bob Dylan...does *every* celebrity have a CD-ROM in the works? Almost. There remain a few holdouts who haven't gone interactive yet. We can only imagine what they'll put on disc...

ROSE SHOSHANA/SHOOTING STAR

### DanzaMorph

Now you can morph a photo of a favorite person, pet, or object into "Who's the Boss?" TV star Tony Danza!

### Dan Aykroyd & Chevy Chase: Our Favorite Movie Scripts

The comedic stars of such memorable films as *Oh, Heavenly Dog; Under the Rainbow; Doctor Detroit;* and *Spies Like Us* take you inside the process by which they decide which movies to star in.

RUSS EINHORN/SHOOTING STAR

### Enya Face!

New Age vocalist Enya appears in a rocking new light in this pulsating, interactive CD-ROM experience.

### Mick Jagger's Altamont 25th Anniversary CD-ROM

Groove again to the famous Rolling Stones concert at which the Hell's Angels, serving as semiofficial guards, knifed and killed a spectator. Go backstage! See "then and now" photos of Hell's Angels and try to match them up in a fun game. Or enjoy the show—just don't bump the motorcycles!

RICHARD E. AARON/SHOOTING STAR

### Don King's Managing Your Money

The boxing impresario controls your finances. Your mission: Stop him before you both wind up in jail! Launch your thruster rockets—or take a virtual voyage inside King's hair!

### MegaDershowitz CyberChutzpah

Part game/part edutainment about the American legal system, this disc lets you play the role of famous defense attorney Alan Dershowitz! Remember, it's not whether you win or lose—it's how much publicity you get on the appeal!

### Michael Bolton's Song Composer Plus

How does pop music maestro Michael Bolton come up with the new melodic directions that have catapulted him to the top of the charts? Find out for yourself, as you use your keyboard to slightly modify a MIDI library full of already-famous pop standards.

PAUL DEGRUCCIO/SHOOTING STAR

## Victor Thumblister's Ratings Guide to Really Old Computer & Video Games

After years of pressure from parents and other very mature people, computer game makers have agreed to label their wares with warning stickers that indicate if they contain "destruction of living things," "realistic violence," or even "wanton, or gratuitous violence; torture; sex crimes." It's a boon to people who want to know before they buy.

But what about the really old games that came out before the rating system, the ones that blazed the trails for today's grossly explicit new releases? Those classics will never get the benefit of being rated for the levels of mayhem and degradation they contain. Oh, yes they will...

**Tetris** *Warning:* Contains unstoppable plummeting of geometric shapes.

**Pacman** *Warning:* Eating of small dots; unrelenting chase by blobs.

**Asteroids** *Warning:* Depicts destruction of space boulders.

**Solitaire** *Warning:* Random, gratuitous arrangement of cards.

**Space Invaders** *Warning:* Rows of enemy things that keep getting lower and lower unless you shoot them.

**Pong** *Warning:* Incessant deflection of a spot; cursing by players

**Centipede** *Warning:* Destruction of parts of a worm.

### The Interactive Robert DeNiro

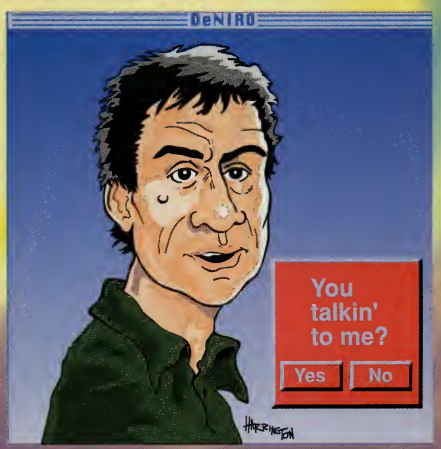



ILLUSTRATION BY RICH HARRINGTON

# PHOENIX

## FLIGHT & WEAPONS CONTROL SYSTEM

Take control of your elevators, ailerons, throttle, rudder, and flight and weapon commands with this unique two-handed joystick – the Phoenix Flight & Weapons Control System.

Each of the 24 buttons can be programmed using a graphical interface, designed for simplicity. The Phoenix is compatible with all games and flight simulators that support a standard joystick and keyboard controls. No special support is required.

Available now for IBM/PCs & compatibles.
Macintosh model available Spring '95.

Advanced GRAVIS

Advanced Gravis Computer Technology Ltd.
1790 Midway Lane, Bellingham, WA 98226
For information call: 1-800-663-8558, 604-431-5020 or fax 604-431-5155

# ADVANCED WAVE TABLE BY SOUND BLASTER. ACCEPT NO IMITATIONS.

## The New Sound Blaster AWE32.™

Introducing the wave of the future: the new Sound Blaster AWE32. It combines advanced wave table synthesis, a powerful digital signal processor, and the hottest audio effects all on the same sound card. That's why it's the next generation PC sound standard.

The Sound Blaster AWE32 puts the world's purest music synthesis technology (from E-mu Systems) inside your PC. It also includes effects like chorus and reverb for increased depth and richness. And QSound so you can position sounds in 3D. It even comes with downloadable SoundFont™ technology, so you can add to the library of sampled sound effects and instruments. And the latest speech technology, so you can navigate through all the major Windows™ applications using voice commands.

Of course, it's a Sound Blaster. So it makes all your favorite games and software sound more outrageous than you ever imagined. All this sound technology could cost you thousands. But the new Sound Blaster AWE32 is only $399.* No other sound card comes close. Sound interesting? Visit your local Creative Labs dealer. Or call 1-800-998-5227.

**SOUND BLASTER AWE32 INCLUDES:**

| | | |
|---|---|---|
| SOUND BLASTER AWE32 | GENERAL MIDI INTERFACE | HSC INTERACTIVE SE |
| TRUE 16-BIT CD SOUND | THREE CD-ROM INTERFACES | CREATIVE WAVESTUDIO™ 2.0 |
| ADVANCED WAVEFFECTS™ | MICROPHONE | QSOUND CONTROL PANEL |
| SYNTHESIS | SOFTWARE INCLUDES: | CREATIVE ENSEMBLE™ |
| 32-VOICE POLYPHONY | CAKEWALK APPRENTICE | CREATIVE SOUNDO'LE™ |
| SAMPLING SUBSYSTEM | FOR WINDOWS | CREATIVE MOSAIC |

CREATIVE™
CREATIVE LABS, INC.

**WAKE UP THE REST OF YOUR BRAIN.™**

*Suggested retail price. ©1994 Creative Technology Ltd. Sound Blaster, Sound Blaster AWE32, Advanced WavEffects, Creative VoiceAssist, Creative TextAssist, Creative Ensemble, Creative WaveStudio, Creative Soundo'LE and the Sound Blaster and Creative logos are trademarks of Creative Technology Ltd. All other trademarks are the property of their respective owners.
U.S. inquiries: Creative Labs 1-800-998-5227 or 408-428-6600. International inquiries: Creative Technology Ltd., Singapore, TEL 65-773-0233 FAX 65-773-0353.